

TECHNICAL REBOOT

BATTLETECH™

GOLDEN CENTURY





A GOLDEN ERA OF COLD WAR

“Those who break faith with the Unity shall go down to darkness.”

While the Great Houses of the Inner Sphere decimated each other over the shattered remains of the Star League and slid into the technological dark age of the Succession Wars, the Clans of Kerensky entered into a golden era of prosperity. Bereft of Nicholas Kerensky's leadership, the Clans pushed their technological capabilities to their limits, developing devastating new weapons and technologies and flooding the battlefields of the Pentagon and Kerensky Cluster with powerful war machines as they trialed each other for supremacy.

Technical Readout: Golden Century unveils the weapons and technologies developed during a pivotal era in Clan history, when the Clans came of age and matured into what they are today. *Technical Readout: Golden Century* debuts the production and custom machines used by the Children of Kerensky in the early twenty-ninth and thirtieth centuries. Statistics and Record Sheets are included for 29 new advanced and experimental BattleMechs, OmniMechs, vehicles, aerospace, battle armor and WarShip units ready for play. In addition, a complete section covers the experimental designs introduced by the nascent Clans immediately following the Pentagon campaign.



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Special Thanks

Joshua C. Perian would like to thank: At 10, I picked up my first *BattleTech* book. It was a TRO, and I was hooked. At 16, I was visiting FASA's offices, cementing a lifelong love for the game. Now, as an adult, my journey's come full circle with the production of *Golden Century*. This book wouldn't be possible without the help and trust of Ray Arrastia, Ben Rome, and so many others. With love and dedication, a child's dream can become an adult reality. To the fans: I hope I gave the Clans a golden century. Cheers!

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Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC.
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My earlier confidence and hopeful assessment of the situation outside Prefecture X was easily the worst error of my career, perhaps my life. The early hope of Shofar ended with a full invasion from the Confederation and Combine, threatening every gain we made. We all knew Daoshen was just waiting for the Wall to fall, but I did not expect his response to come so swiftly or with such force. Shofar was a colossal failure, and our best hope for victory is ash. Worse, Paladin Ergen's attacks have only slowed the Wolves from their advance, but at great cost.

I have always believed that Stone's Republic represented the best we could all become if technological innovation was sustained beneath an umbrella of peace. Now, I know that is false. Nothing has changed; we were just blinded by our own dogma, and I don't know whether to cry or laugh.

Soon we will be fighting Kerensky's heirs in the streets of Geneva or Paris. That decision has been made, that die has been cast, and the final battle for the future of the Republic will soon be at our doorstep. But knowledge is power, and Devlin's new course will require every advantage available to us if we will eventually prevail over what's coming.

While many Clansmen have little regard for history beyond an interest in their individual codex and an eagerness to find immortality in *The Remembrance*, there is much we can learn from their formative years. Insight into the technological innovation and warrior culture that matured in the century after Nicholas's death might still provide us with some edge, and the Republic's future victory may very well depend on perspective gleaned from a deeper understanding of the Clans' Golden Century.

While the doom of our time now seems to be upon us, I still believe in Devlin Stone, and I believe in the dream of a Republic forged anew.

—Paladin Janella Lakewood
28 December 3150



GAME NOTES

Technical Readout: Golden Century covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how those rulebooks interact.

Standard Rules

Total Warfare (TW) and *TechManual (TM)* present the core game and construction rules for *BattleTech*, otherwise referred to as the Standard Rules. In addition, to reflect the advancement and proliferation of new technologies, several items from *Interstellar Operations* have been reclassified as Standard Rules equipment for games set in the Golden Century era (see p. 64, *SO*).

Advanced Rules

Beyond the Standard Rules exists a legion of Advanced Rules, allowing players to expand their games with more complex weapons, equipment, and battlefields. These Advanced Rules are contained in four additional core rulebooks, each building off of the previous rules set.

Tactical Operations: Advanced Rules (TO:AR) and *Tactical Operations: Advanced Units & Equipment (TO:AUE)* are the first of the advanced rulebooks. The former details exotic terrain, special cases, and other advanced gameplay rules, while the latter offers new weapons, equipment, and unit types beyond those found in the standard rules.

Strategic Operations (SO) is the second advanced rulebook, focusing on action spanning a solar system as well as multi-game play.

Interstellar Operations (IO) offers the final level of play, where players can assume the roles of a House lord or Clan Khan and dominate the galaxy.

Finally, various modes of campaign play are covered in a one last core rulebook, *Campaign Operations (CO)*.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* are found in *Total Warfare*, while the rules for their construction are found in *TechManual*; some equipment is detailed in *Interstellar Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, are found in *Strategic Operations*.

The following three definitions are applied to the various units that appear in *Technical Readout: Golden Century*:

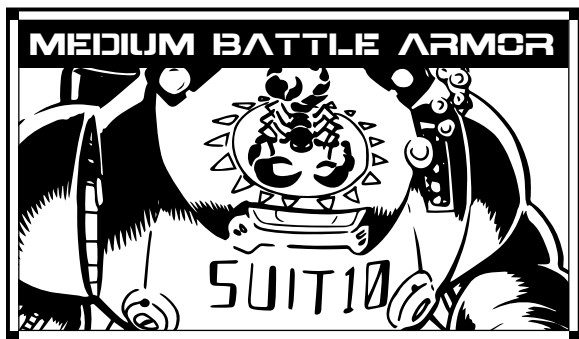
Standard: Most of these units can be used with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations: Advanced Rules*, *Tactical Operations: Advanced Units & Equipment*, or *Interstellar Operations* for full effect.

Advanced: Applied to units which have been mass-produced "in universe"; *Tactical Operations: Advanced Rules*, *Tactical Operations: Advanced Units & Equipment*, *Strategic Operations* and/or *Interstellar Operations*, in addition to *Total Warfare*, are required to use these units in game play.

Experimental Rules: These units were not mass-produced "in universe," either because they were prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain, or deemed simply too unreliable or restrictive for widespread deployment. *Tactical Operations: Advanced Rules*, *Tactical Operations: Advanced Units & Equipment*, *Strategic Operations* and/or *Interstellar Operations*, in addition to *Total Warfare*, are required to use these units in game play.

Design Quirks

Every unit described in *Technical Readout: Golden Century* may have one or more positive and/or negative Design Quirks (see p. 193, *SO*; p. 82, *BattleMech Manual*; or p. 204, *TRO: Prototypes*). These quirks give each design a unique flavor, but their use is optional and should be agreed upon by all players before play begins.



“Water Elemental” mining suits were incredibly sophisticated, submersible mining units that provided the technical and engineering foundation for all future Clan battle armor. However, long before the suit’s full potential was recognized and developed by the Wolves and the first Elemental combat suits strode onto the battlefield, the progenitor of modern battle armor found itself pressed into deadly combat.

Capabilities

The suit moves easily through the water thanks to a combination of engineering innovations working flawlessly together. Centered around the suit’s system of linked, synchronized micro thrusters, the real breakthrough was how the thrusters responded to the suit pilot. During development of the suit, Goliath Scorpion scientists weaved thousands of pressure sensors into its inner lining. Linked to sophisticated software, the system translated sensor pressure to thrust and other functions that made conducting even the most complicated underwater tasks simple.

With a few gestures, the unique variable vector thrust control nozzles could propel the suit in any direction at speeds rivaling the fastest scuba transport systems. Alternatively, the nozzles could automatically adjust to hold the suit motionless against a strong current, allowing for unparalleled precision work without concern for “shaky hand” mistakes. Additional pressure protections, independently calibrated buoyancy control devices, and a precise array of sensors throughout the exoskeleton prevented divers from ascending at a

life-threatening rate while still providing maximum bottom time for mining operations.

Deployment

Clan Wolf forces visiting Dagda in 2860 became aware of the Scorpions’ innovative mining program and the mining suits they used for mineral extraction. After inspecting one of the Water Elemental suits, a Wolf Star Captain saw its potential for retrofitting as a combat unit and demanded a Trial of Possession for one of the suits.

Defense of the Goliath Scorpion technology fell to Point Commander Sarah, who saw the trial as an opportunity to punish the Wolves for their presumption. An older warrior assigned to oversee the civilian workers, Sarah used the Wolves’ over-eagerness to bargain the attacker into committing a Star of jump infantry and to fight in the terrain of her choosing. Meeting the Wolf troops in an area of wetlands known to the Scorpions for deep waterways, aggressive fauna, and shifting sands that the Wolves were unaware of, Sarah used her civilian mining suits to great effect.

Sensing an easy victory due to their mobility and range advantage, the Wolves were slowed by the small tufts of land that provided the only solid landing areas. Irregularly placed, one Point of jump infantry nearly drowned when they jumped into a kelp bed that they had mistaken for cattails. Goading the Wolves with her suits, Sarah slowly spread the attackers apart. When they were sufficiently distant from one another, Sarah struck, using the Water Elementals’ superior speed to concentrate her forces on one bunched squad at a time. She then emerged from the deep waterways, dragging the Wolves to a watery grave. In the end, the Scorpions incapacitated almost every Wolf warrior with the loss of only a single suit pilot.

Notable Units

Point Commander Sarah: Sarah orchestrated a great embarrassment of the Wolves when they failed to capture the Water Elemental mining suit on their first attempt. For her victory, two stanzas were added to the Goliath Scorpion *Remembrance* in honor of her efforts.

Star Commander Vikram: Vikram led the Goliath Scorpions to victory against Clan Mongoose on Circe in an unusual underwater engagement. Heavy rains led to significant flooding of a low-lying municipal area. As the defender, Vikram deliberately chose the flooded region to take advantage of the strong current and limited visibility. Pressing a Star of Water Elementals into service, Vikram squared off against two Stars of Clan Mongoose scuba infantry attempting to lay claim to the territory’s flooded riches. Armed with old SLDF Mausers, Vikram’s forces won a hard-fought room-to-room battle that saw nearly half the Mongoose infantry swept away by fierce currents and the other half killed by the hulking exoskeletons.

WATER ELEMENTAL MINING SUIT

Type: Water Elemental

Manufacturer: Clan Goliath Scorpion

Primary Factory: Hades Industrial Complex

Equipment Rating: F/X-X-F

Tech Base: Mixed Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value: 142

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

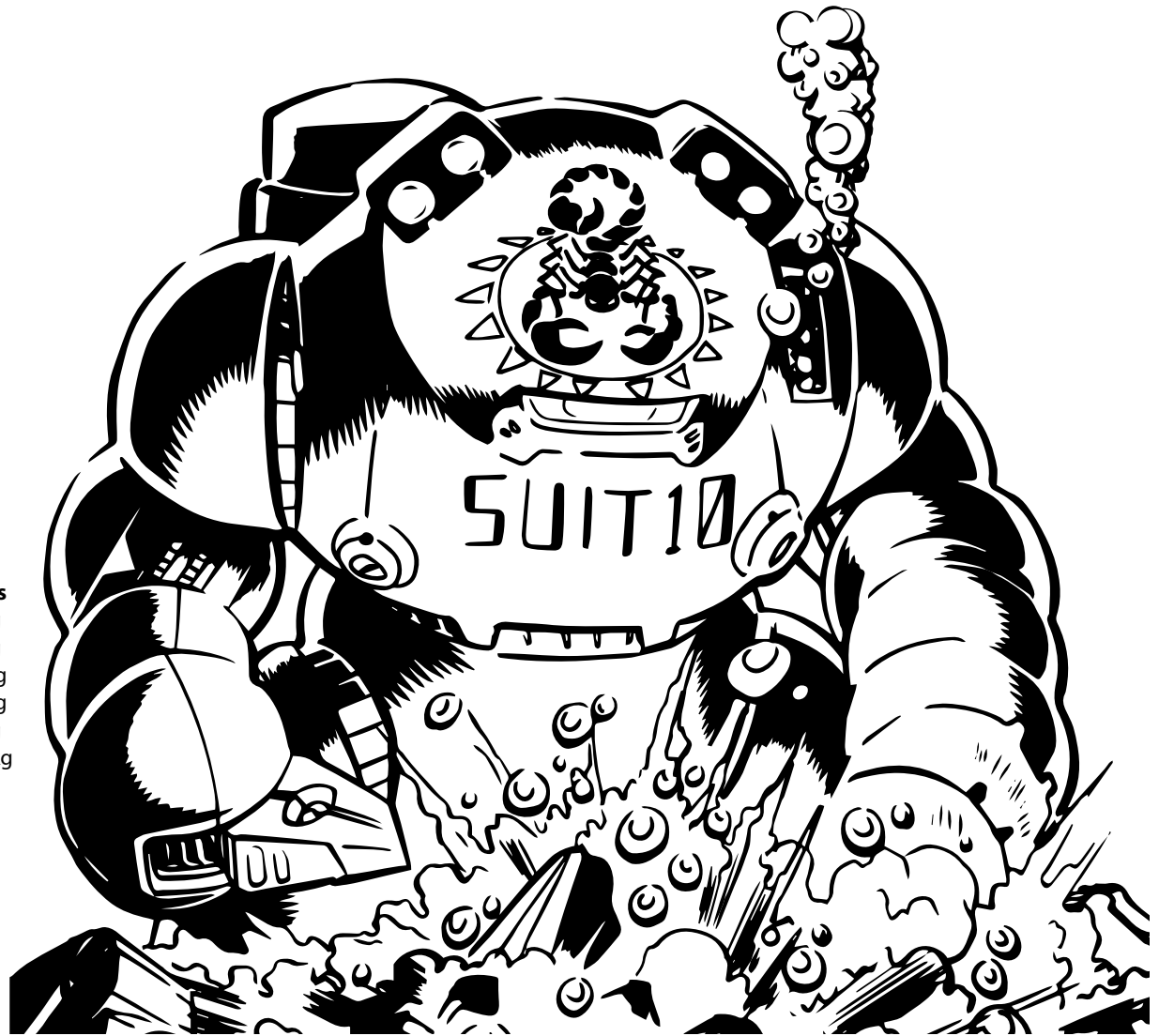
Notes: Obsolete, Bad Reputation

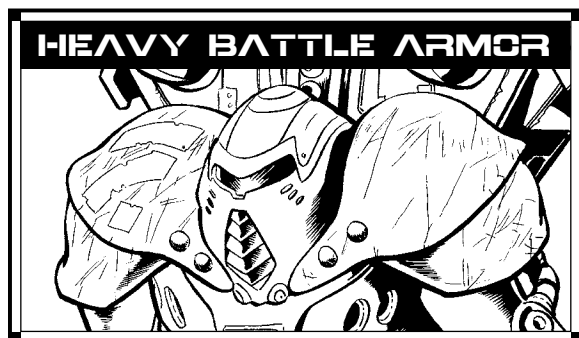
Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
UMU MP (Clan):	2	170 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Industrial Drill (C)	30 kg
Armor:	Standard	350 kg
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment

	Location	(Capacity)	Mass
Cutting Torch	RA	1	5 kg
Cutting Torch	LA	1	5 kg
Extended Life Support (C)	Body	1	25 kg
Power Pack	Body	1	25 kg
Search Light	Body	1	5 kg
Mission Equipment	Body	1	200 kg





The Rhino was one of the first attempts to develop true battle armor in the years before the Elemental battle armor became the standard Clan suit, and it would disappear entirely after the Elemental's full adoption. It was not until after the Truce of Tukayyid that a few Clans took a second look at their earliest battle armor prototypes with renewed interest.

Capabilities

At first glance, the Rhino's weapons and equipment layout is reminiscent of the modern Gnome, but worse in almost every possible way. The Rhino is slower, and its weapons have a much shorter range. Only the Rhino's armor is comparable to the better-engineered Gnome.

Despite the Rhino's obvious mechanical shortcomings, the suit's missile system was easy to use and reload. Unfortunately, the SRM pack's ammunition feed tended to lock rounds between the launch tube and the storage rack. Rounds caught in place would explode, causing catastrophic damage to the suit and pilot. Clan Hell's Horses engineers attempted to fix the problem, but the Rhino was shelved before a solution was found for the later Gnome suit.

Deployment

During an attack on Atreus in 2879, the Hell's Horses tried to sneak a Star of Rhinos behind Clan Smoke Jaguar lines but ran into an ambush by two Points of Elemental battle armor. While the Elementals brought less firepower and armor to the

battle, their higher mobility allowed them to jump in and out of the Rhinos' range before the heavier battle armor could engage. Conversely, the Elementals had no problem engaging the heavier suits and decimated the Horse infantry. Only a single Point of Rhinos survived, claiming just three Smoke Jaguar suits in return.

The aftermath of the Atreus ambush, coupled with earlier mishaps involving the Rhino, led to massive blowback in the leadership ranks of the Hell's Horses. In the weeks following the trial on Atreus, one of the surviving Rhino pilots, Elina Houan, challenged Star Colonel Geoff Mitchell for the right to lead their Cluster. The trial was fought augmented high in the forests of the Cashell Peninsula of Tokasha. Bidding for the trial shaved the time allowed to acclimate to Tokasha's unique atmosphere down to a single day. While Mitchell spent time reviewing topography maps, Elina used the Rhino's SRM magazine to her advantage, secretly setting up multiple pulley systems inside the trial area that allowed her to reload her own Rhino without leaving the suit during combat. When the trial commenced, Elina systematically fired her missiles and then fell back to her pre-determined supply caches. Inside the thick Tokasha woods, the Rhino's slow maneuverability was less of a hinderance than that of her opponent's BattleMech. Again and again, Elina emerged from a thicket, firing her missiles or pulse laser at the Star Colonel's 'Mech, and fading away. On the fourteenth missile salvo, the SRMs hit an exposed knee actuator on Mitchell's *Black Knight*, causing the 'Mech to twist and stumble just as Elina's final round of SRMs hit a weakened spot in the 'Mech's head that instantly killed the pilot.

Despite accusations of un-Clanlike tactics, Elina successfully defended her new rank by winning an unaugmented Trial of Grievance against one of the Cluster's other Star Captains. Her honorable defeat of his challenge coupled with his retention of his position within the Cluster, silenced the bulk of her detractors and secured Elina's command. Despite Elina's successful use of the Rhino in combat, her victory was the suit's swan song. Within a year, the suit was retired from front-line Clusters, and production assets converted over to the Elemental.

Notable Units

Bertram: Bertram was one of the few survivors of the fight on Atreus. He managed to take out one of the Smoke Jaguar Elementals with a well-placed salvo from his missile launchers, but his second salvo didn't leave his Rhino and exploded inside the suit. The explosion ripped his armor apart and almost killed him. Retrieved during the retreat, Bertram survived months of intensive care and the replacement of three limbs. After undergoing trials to retain his place in the warrior caste, Bertram spent the remainder of his career piloting an Elemental suit.

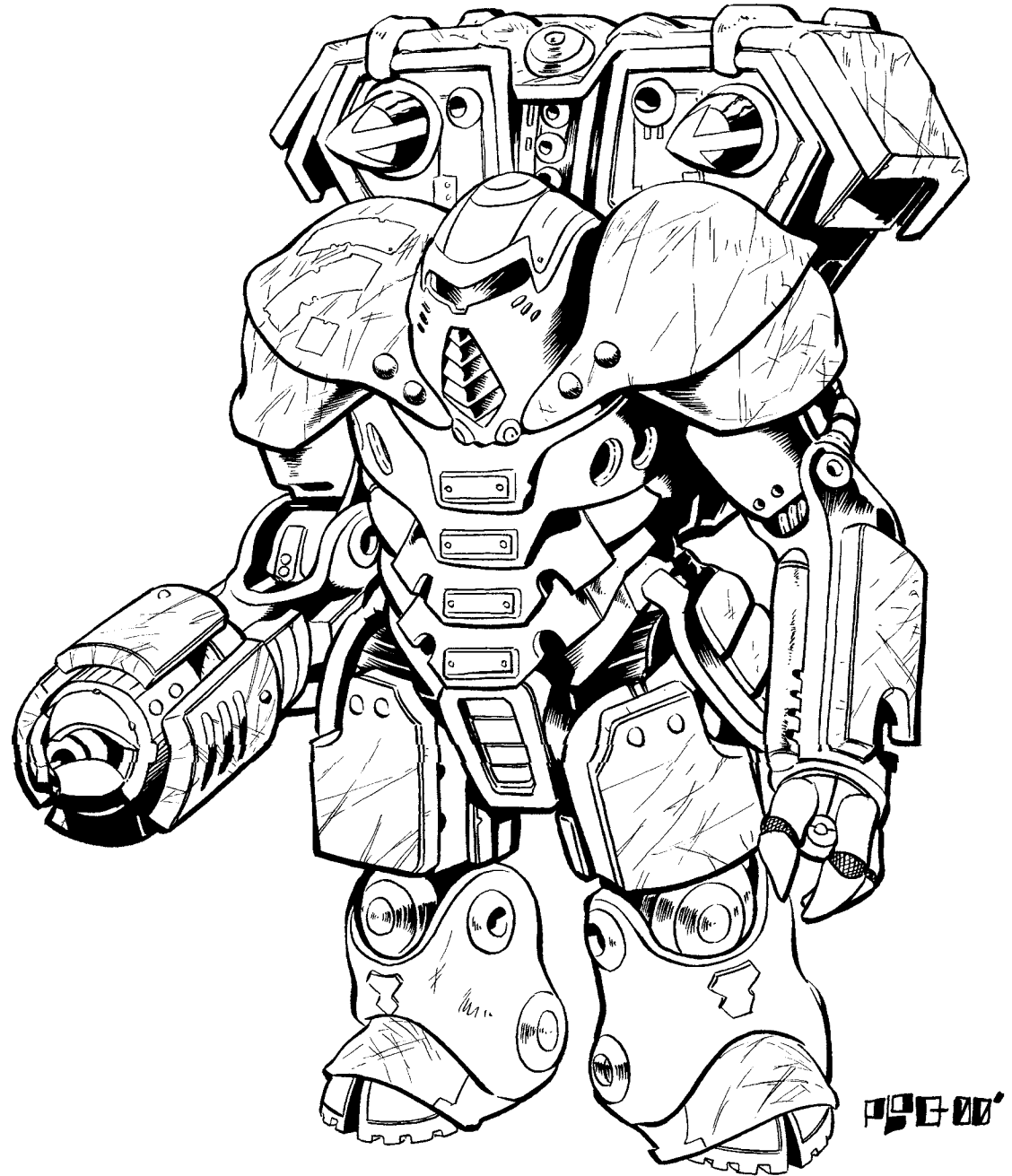
Khan Elina Houan: After the disaster on Atreus, Elina was one of the loudest voices among the Hell's Horses to stop production of the Rhino and abandon the design entirely for the more successful and safer Elemental suit. Her leadership as a Star Colonel and foresight in driving her Clan to adopt the Elemental battle armor eventually propelled her to the Khanship.

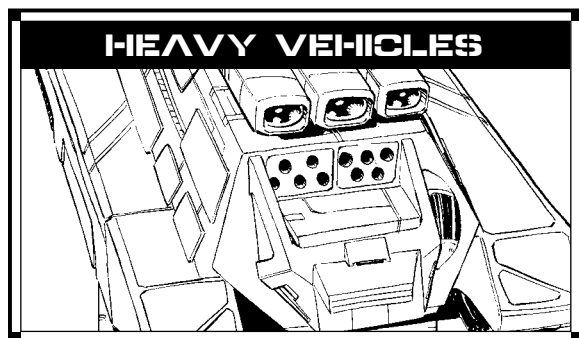
Type: Rhino
Manufacturer: Clan Hell's Horses
Primary Factory: Niles
Equipment Rating: F/X-X-F

Tech Base: Clan
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value: 473
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
Notes: Features the following Design Quirks: Ammunition Feed Problems (SRM 2), Fast Reload (SRM 2)

Equipment	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	1	125 kg
Manipulators:		
Right Arm:	Heavy Battle Claw	20 kg
Left Arm:	None	0 kg
Armor:	Standard	350 kg
Armor Value:	14 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Small Pulse Laser (14)	LA	1	400 kg
SRM 2 (6 shots)	Body	2	190 kg





Mass: 70 tons

Movement Type: Tracked

Power Plant: 140 Fusion

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Armor: Arcadia Compound Delta VII Ferro-Fibrous

Armament:

3 Kolibri Delta Series Large Pulse Lasers

1 Mk. 46 Type II LRM 10 Launcher

Manufacturer: Albion Armor Works Beta

Primary Factory: Albion

Communications System: Build 1685/3 Tacticom

Targeting and Tracking System: Build 2 JRD TTS

The Kokou was the first tank produced during the vehicular arms race of the 2840s and later became one of Clan Star Adder's most popular combat vehicles. A powerhouse of defensive fire support, the Kokou was nearly ubiquitous before gradually fading from deployment in favor of newer and more maneuverable offerings.

Capabilities

Born from the Royal Burke of the SLDF, the Kokou is often employed in static defense roles where its sloth-like agility is not a handicap. The Kokou excels when defending from a hull-down or otherwise improved position. Forced to maneuver in the field, it is often imperiled by more capable forces. Given its excellent rate of fire, most tacticians recommend enfilade and flanking maneuvers when facing this potent opponent.

Deployment

By the mid-twenty-ninth century, many of the Clans' conventional tanks and armored vehicles had fallen into disuse and disrepair. Although some Clans mothballed their inferior forces, the Star Adders abandoned many of theirs. This left them significantly disadvantaged when iKhan Jerome Winson announced his doctrine favoring the development of inexpensive garrison vehicles.

Under orders from Khan Clancy Truscott, Star Adder engineers hastily retrofitted their only cache of Royal Burkes to serve as the prototype for what became the Kokou. The initial production run (dubbed Block A) was rumored to be so rushed and full of errors that it was a miracle the first tank made it off the production line at all.

After a pair of Clan Mongoose 'Mechs easily defeated four Points of Kokous on Homer, word quickly spread that the latest Adder tank had no stomach for a fight. Despite this criticism, the Adders continued to deploy the tank to safeguard Clan resources. Six months later, Clan Mongoose had won several Trials of Possession, soundly defeating Adder Kokous on Grant's Station, Paxon, and Barcella, eventually amassing nineteen victories against the tank with zero losses.

All that changed on Vinton. When Mongoose Star Colonel Cedric Riley bargained against Star Commander Samantha Banacek for the possession of a large Mongoose 'Mech cache, he was so confident of the Kokou's inferiority that he boasted he could defeat an entire Star of them with only his command 'Mech on open ground. When Banacek informed Riley that these were the new "Block B" production run of Kokous, he laughed for a full five minutes before countering that he would defeat two full Stars of them. Waiting impatiently while the Adders disembarked, Riley hurled insults at Banacek and her warriors for thirty minutes until they were assembled. Riley's rare *Stone Rhino* was vaporized by laser fire ten seconds after the trial began. The battle is still taught in Star Adder *sibkos* as a lesson in the price of hubris. Today, a few Kokous can be found in almost every Clan *touman*, and there are rumors that Sea Fox factories on Twycross are manufacturing new Kokous for sale.

Variants

The Kokou XL keeps the ancestral XL fusion engine, increasing its speed.

Notable Units

Star Captain Samantha Banacek: Banacek is also renowned for a Trial of Possession against the Smoke Jaguars over a water processing station on Homer. Although not Bloodnamed at that time, Samantha fought several Trials of Refusal for the right to represent the Star Adders against the Jaguars.

The climax of the engagement put Samantha's Kokou against a Smoke Jaguar *Warhammer IIC*. Going against every tactical doctrine regarding the use of a static support vehicle, Samantha drove directly towards the Jaguars, giving better than she received with every exchange. At the end of an exhausting thirty minutes of combat, the *Warhammer IIC* had been reduced to slag and Samantha maintained control of a valuable water plant for the Adders.

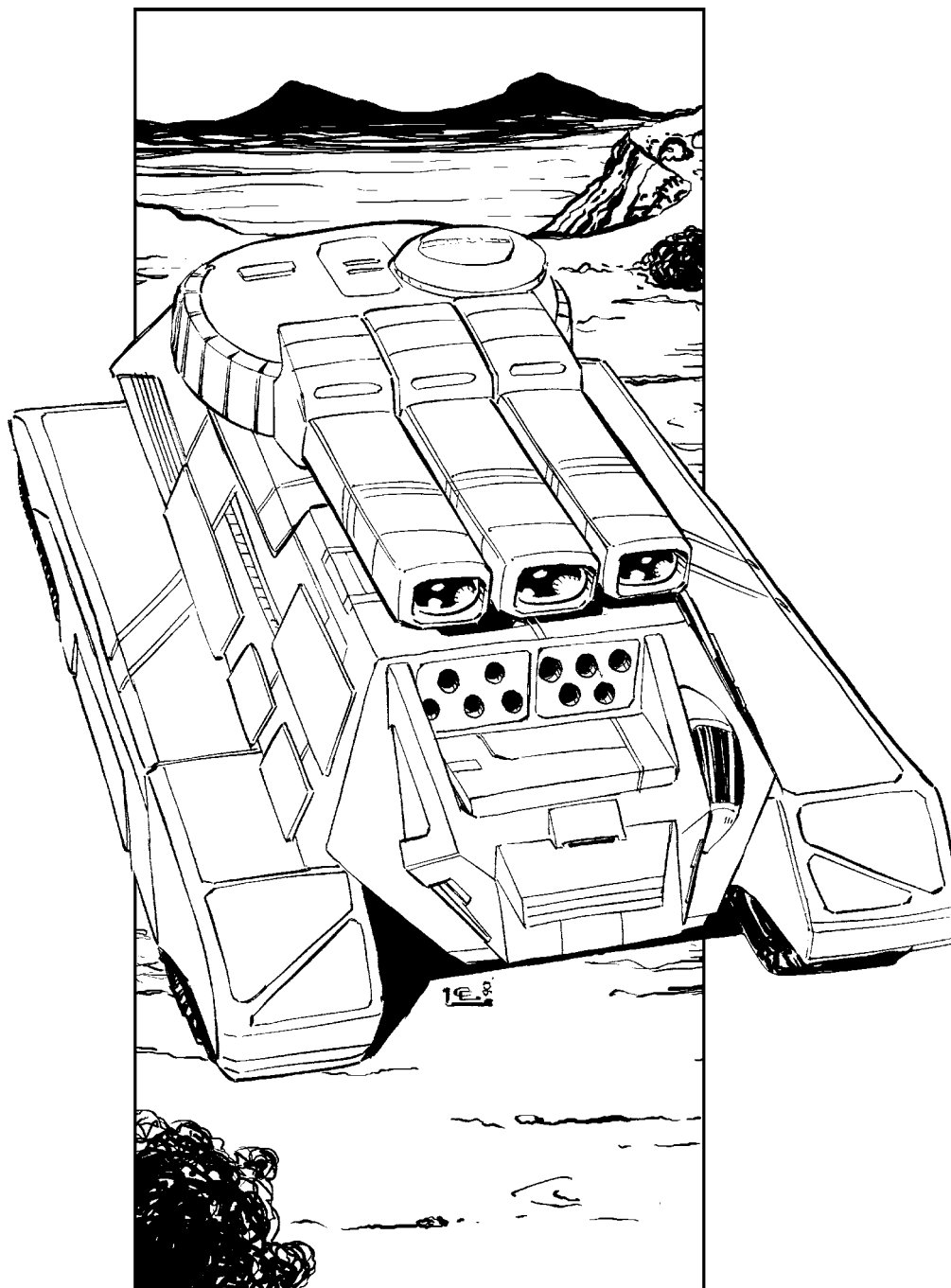
Star Commander Jessica Nix: In 2847, the Hell's Horses challenged the Adders for the schematics to start producing their own Kokou "Block B" tanks. Bidding was furious, with the Horses finally sending one Star to challenge the Adder's four Points. Nix bargained well and deployed her forces defensively, challenging the Hell's Horses to cross over 500 meters of open terrain. The Horses deployed two points of Royal Burkes, two points of Condors, and one point of Demons, but the battle was over before it began. Nix made expert use of the open field, quickly disabling the Horse transports and picking apart the slower vehicles one at a time while suffering no casualties of her own.

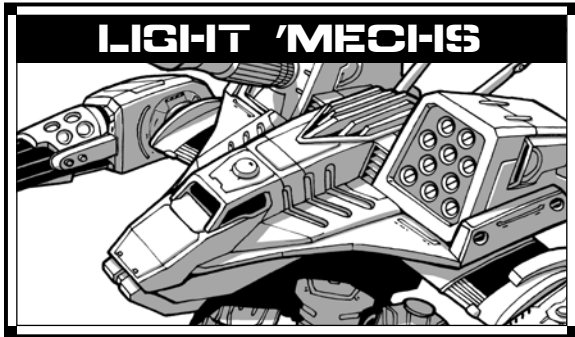
KOKOU DEFENSE TANK

Type: **Kokou**
Technology Base: Clan
Movement Type: Tracked
Tonnage: 70
Battle Value: 1,189

Equipment		Mass
Internal Structure:		7
Engine:	140	7.5
Type:	Fusion	
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	30	20
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor (Ferro):	163	8.5
	<i>Armor Value</i>	
Front	45	
R/L Side	30/30	
Rear	22	
Turret	36	

Weapons and Ammo	Location	Tonnage
3 Large Pulse Lasers	Turret	18
LRM 10	Front	2.5
Ammo (LRM) 12	Body	1





Mass: 25 tons

Chassis: Kell/F Endo Steel

Power Plant: 200 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

2 Series 2b Extended-Range Medium Lasers

1 Series 1b Extended-Range Small Laser

1 Series 6b Extended-Range Large Laser

Manufacturer: Cudahy Assembly Plant Delta

Primary Factory: Circe

Communications System: Block 3 TRACONM

Targeting & Tracking System: TRTTS Mark I with Active Probe

A beloved light command 'Mech among the Star League's scout lances and companies at the time of the Exodus, the *Mongoose* received new life as the totem of the Clan which shared its name. The *Mongoose C*'s blend of speed, armor, and ranged firepower perfectly suited the Mongoose warriors' doctrine of delivering hard-hitting, lightning-quick strikes.

Capabilities

Long tabbed for a refit by Mongoose scientists, the development of the ER Medium Laser in the 2820s unlocked the venerable Star League 'Mech's true potential. Now boasting three weapons capable of engaging opponents from a significant distance and retaining the advanced electronics so quickly

lost by its Inner Sphere counterparts, the *Mongoose C* achieved new heights as a reconnaissance 'Mech with few equals.

Deployment

From the outset of the Trial of Absorption brought by Clan Smoke Jaguar, it was clear that any hope for the future of Clan Mongoose lay on Circe. Regretting that their outlying colonies could not be saved, Khan Walter Martindale and Mongoose leadership planned to resist the Smoke Jaguars in orbit and fight for every inch of their Pentagon World. But the loss of their fleet in the largest WarShip battle in Clan history at the time left the Mongooses unable to resist the Jaguar landings and threw their *touman* on its heels.

Calling for a general retreat to the Mongoose island fortress of Fianna in hopes of grinding the Trial to a stalemate, Martindale deployed the Clan's Bloodnamed warriors to guard the shores across from continental Circe. Key to this strategy was a Binary comprised of *Mongoose Cs* under the command of Star Captain Johan Loris, given the impossible task of serving as both a rearguard and a harassing force. Grimly staring down the Jaguar juggernaut, Loris and his warriors prepared to buy their Clan a chance at survival.

While *solahma* and second-line forces bore the brunt of the onslaught, Loris and his warriors carefully selected vulnerable Smoke Jaguar 'Mechs and broke their targets before fading back into the surrounding cliffs. Enraged at this dishonorable conduct, Star Colonel Sana Furey paused her advance and led a Trinary of the Jaguar Grenadiers to eradicate the Mongoose force. Loris was the first casualty in the ensuing engagement, but the remaining Mongooses rushed Furey's 'Mech, ending her life as well.

Clan Smoke Jaguar declined to use virtually all of Clan Mongoose's military assets and genetic legacies, consigning their Bloodnames to history and their unique BattleMechs to the scrapheap, the *Mongoose C* included. Despite the Jaguars' own subsequent demise and the dissemination of *Mongoose C* design data, it has yet to reappear among any other Clan's *touman* or in the Inner Sphere.

Variants

The *Mongoose C 2* served as a testbed for Clan Mongoose's newly-developed targeting computer, trading some heat dissipation for enhanced targeting capability. Unlike the *Mongoose C 2* itself, targeting computer technology claimed during the Mongoose Absorption was retained by the Smoke Jaguars and eventually proliferated throughout the Clans.

Notable Units

Star Captain Johan Loris: Johan was among those who rushed to fill the vacuum in the ranks of his Clan's Bloodnamed during the second decade after Klondike. He took advantage of the Mongoose Bloodhouses' decision to allow warriors to compete for a Bloodname from either of their Bloodheritages, winning the Loris Bloodname after electing not to participate in a more difficult Trial of Bloodright for a Greenhalgh name. Part of an elder generation regarded as lesser warriors by those who followed, he hoped to regain some esteem by guarding the Fianna crossing during the final Smoke Jaguar assault, but was cut down early in the battle.

MechWarrior Annalise Francaix: Part of a mobile raiding detachment deployed to harass Clan Star Adder's colonization efforts, Annalise joined in a 2844 attack against Adder colonists on Marshall. After complying with orders for her recon Star to open fire on an unspecified target at long range, she discovered to her horror that the target had been unarmed Adder colonists. Shocked to her core by the dishonorable slaughter, she offered no resistance when the furious Star Adder response wiped out the Mongoose force.

MONGOOSE C

Type: **Mongoose C**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,182

Equipment

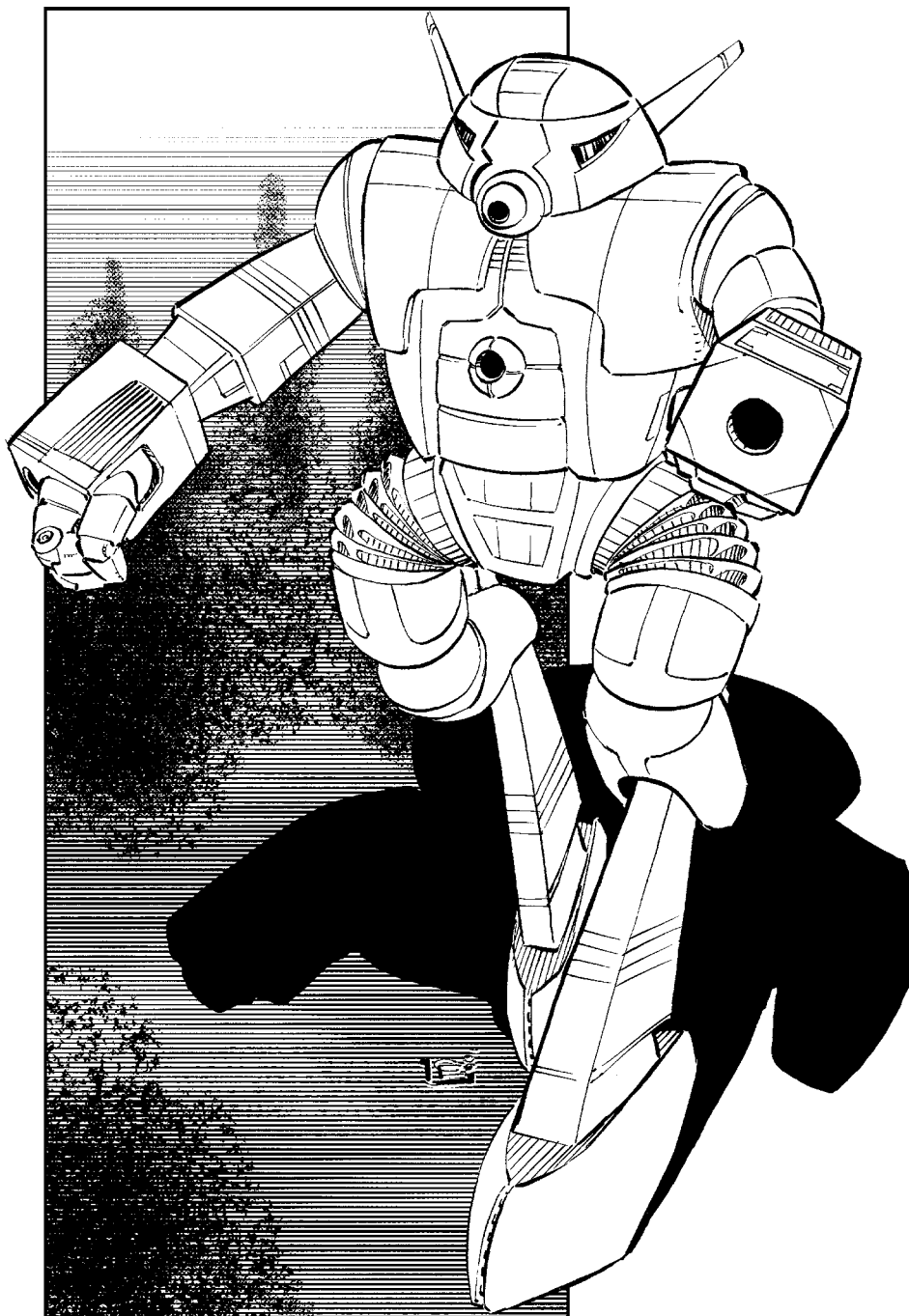
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		2
Cockpit:		3
Armor Factor:	86	4.5

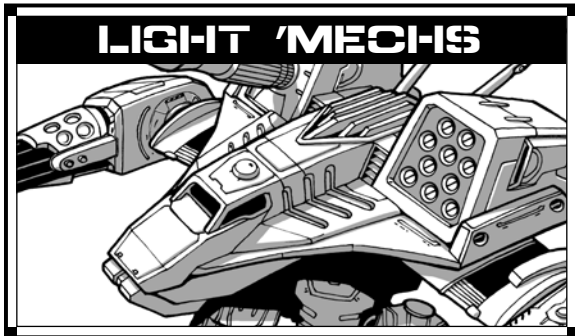
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	7
R/L Leg	6	12

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Small Laser	H	1	.5
ER Large Laser	CT	1	4
Active Probe	LT	1	1
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Easy to Pilot





Mass: 35 tons

Chassis: Hellion Light V5

Power Plant: 210 Fusion XL

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound Alpha Standard

Armament:

1 Series 6b Extended-Range Large Laser

1 Kolibri Omega Series Medium Pulse Laser

4 Series 1b Extended-Range Small Laser

Manufacturer: Hector Mechworks Beta

Primary Factory: Hector

Communications System: Series VII

Targeting and Tracking System: Integrated TTS

The first Ice Hellion BattleMech built entirely with Clan technology, the *Drift Shag* was a product of the time, following the reavings of saKhan Lucius Moore and his followers. Ordered into production by Khan Mia Taney, the *Drift Shag* was named in honor of Stephen Cage, the Clan's first Khan, and after one of Hector's genetically engineered avians. The Hector drift shag is a carnivorous seabird known for living in large family groups. When these families are threatened, the entire group attacks until the threat is either driven off or they are all killed—a perfect metaphor for the Ice Hellions that survived their civil war.

Capabilities

A Clan conversion of the *Falcon*, the *Drift Shag* possessed a heavy volume of close-range firepower centered around a quartet of extended-range small lasers in the left wrist. Supported by a powerful large laser, the *Drift Shag* was able to skirt in and out of combat zones with ease, operating with relative impunity for as long as the pilot remained in the fight. The 'Mech's main weakness was its small number of heat sinks. Overzealous Hellion MechWarriors could quickly overheat their *Drift Shags* in heavy combat, with disastrous results.

Deployment

Used to mop up a series of Bandit Caste raids against Hector in 2842, the *Drift Shag's* lack of ammunition would prove valuable in running down the constantly moving bandit caravans traversing the planet's frozen wastes. Without a need for resupply, the fast-moving *Drift Shags* were able to cover hundreds of kilometers each day without returning to base. As the Hellion hunters hemmed in the bandit group, the BattleMech's heat issues proved to be a non-issue on the frozen tundra. Sniping from afar before charging in, massed laser fire made short work of the few Dark Caste BattleMechs.

Before they were Absorbed, Clan Mongoose deployed a few *Drift Shags* during their defense against Clan Smoke Jaguar. Deployed to the shores of Circe, the light BattleMechs were no match for the crushing weight of the heavy Jaguar assault.

The *Drift Shag* featured heavily in the struggles between the Ice Hellions and Goliath Scorpions over a cache of military equipment. Throughout the first year of trial and counter-trial, Hellion *Drift Shags* battled heavier Scorpion machines for possession of the cache, including a famed fight between a light *Drift Shag* and a *Fire Scorpion*. The trial, recorded in both Clans' *Remembrance*, ended in a draw—a first for each Clan—with both warriors withdrawing.

Despite the constant trialing, both Clans maintained honorable practices. This would serve them well when, in early 2851, Kindraa Mattila-Carol attempted to snatch the cache away while the Scorpions and Hellions were distracted fighting each other. In a rare moment of unity, the Scorpion

and Hellion warriors worked together to drive the Fire Mandrills off. During the fight, *Drift Shags* used their superior speed to circle behind the Mandrill battlegroup, where they used their large lasers to drive the Kindraa pilots towards vengeful Scorpions lying in wait.

The *Drift Shag* served in the Ice Hellion Touman throughout the Golden Century and beyond. Never an exceedingly common machine, a few were present during Operation Ice Storm and the invasion of the Inner Sphere in 3071. During the battle to reclaim Romulus, the few *Drift Shags* among the Hellion's 53rd Strike Irregulars were completely outclassed by the more modern combat machines of Jade Falcon's Alpha Galaxy.

Notable Units

MechWarrior Micah (Lienet): A Hellion warrior in the 53rd Strike Irregulars, Micah fought the Falcons hard on Romulus, but was knocked out of the fight by a Falcon *Kit Fox* that destroyed his 'Mech's gyro. While the fall of his *Drift Shag* did not kill him, it knocked the young warrior unconscious. When he awoke, he found himself among the few survivors of his Cluster and a bondsman of the Falcons. His first task: transmitting a message to his former Clan informing them of their defeat.

DRIFT SHAG

Type: **Drift Shag**
 Technology Base: Clan
 Tonnage: 30
 Battle Value: 1,512

Equipment

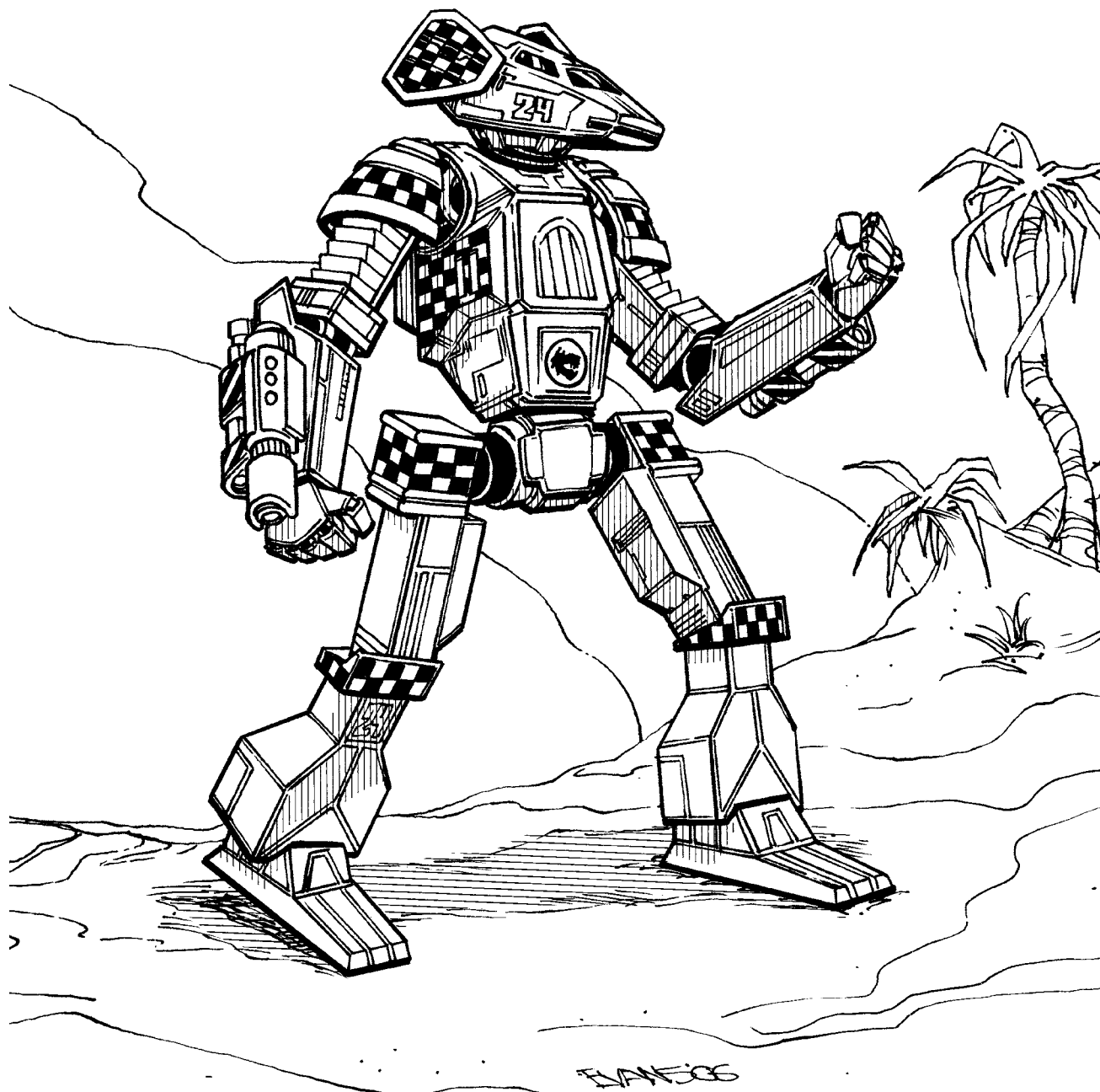
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	96	6

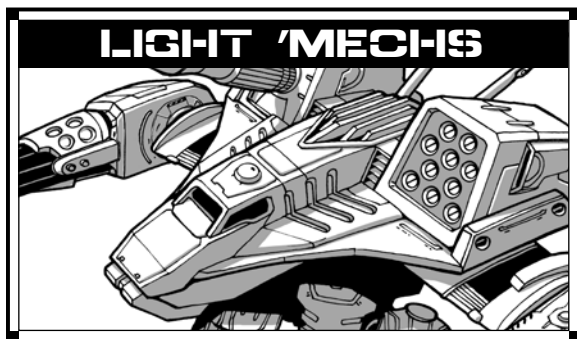
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	14
Center Torso (rear)		3
R/L Torso	7	12
R/L Torso (rear)		2
R/L Arm	5	9
R/L Leg	7	12

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
Medium Pulse Laser	RT	1	2
3 Jump Jets	RT	3	1.5
Double Heat Sink	LT	2	1
3 Jump Jets	LT	3	1.5
4 ER Small Lasers	LA	4	2

Notes: Features the following Design Quirks: Bad Reputation and Narrow/Low Profile





Mass: 40 tons
Chassis: Coyotl
Power Plant: Pitban 280 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: None
Jump Capacity: None
Armor: CI Standard
Armament:
 15.5 tons of pod space available
Manufacturer: Drennan Industriplex /
 Manufacturing Plant SFF-TU1
Primary Factory: Tamaron / Tukayyid
Communications System: CI-Com 2
Targeting & Tracking System: CI-X 2

The *Coyotl* made history as the first-ever OmniMech. Inspired in part by the *Mercury II* and created by Clan Coyote, the *Coyotl* gave the Coyotes an enormous advantage during the Golden Century and beyond. The OmniMech concept eventually spread to all of the Clans and eventually the Inner Sphere, but the *Coyotl* would always be the progenitor.

Capabilities

With a top speed of 119 kph and almost as much armor as its frame could hold, the *Coyotl* had fifteen-and-a-half tons of pod space to deploy weapons and equipment. During its heyday, the OmniMech would set the benchmark for many light Omnis that followed, especially after engineering issues involving the 'Mech's skeleton and electronics were solved. Perhaps the biggest detriment to the *Coyotl*

was not its lack of jump jets, but its association with Clan Coyote. The 'Mech's fortunes rose and fell with the Coyotes, and the design all but disappeared in the Homeworlds by the 3050s. It was not until the mid-3140s that Clan Sea Fox, sensing a sales opportunity, revived the ancient design to sell for use on the modern battlefield.

Deployment

Late in 3149, Clan Sea Fox delivered a large shipment of weapons to the Republic of the Sphere in the abandoned New Dallas system. Before the Republic arrived to take possession, Clan Wolf raiders, apparently operating with inside knowledge, sprang out of hiding to capture the valuable shipment. Among the forces guarding the shipment was a star of *Coyotls*.

With limited data available, the Wolves were unprepared for the sudden burst of speed from the *Coyotls'* superchargers. The *Coyotls* closed range quickly and made the Wolves' armor useless against the precision fire of the heavy lasers, especially against their thin rear protection. Other *Coyotls* unleashed plasma fire, heating up the Wolf BattleMechs and destroying three hovercraft. The Wolf forces quickly retreated rather than pressing forward against an opponent who clearly had the upper hand. Republic representatives landed the next day and took the slightly-battered shipment as agreed.

Variants

The Primary variant carried a particle projection cannon, a medium pulse laser, ten long-range missiles and a quad Streak rack, becoming a commonly seen jack-of-all-trades unit. The A variant added the mobility of 210 meters of jump capability at the expense of weaponry, though it doubled the Streak tubes and replaced the powerful PPC with a more accurate large pulse laser. Later, the B variant was often used to attack heavier units. With a class-10 Ultra autocannon and an extended-range medium laser, this version could open gaping wounds and finish off enemies with six short-range missiles.

Two recent versions of the *Coyotl* by Clan Sea Fox met with great success. The C variant is built

around an extended-range large laser and a plasma cannon. Additional firepower is added by a six-tube ATM launcher and two tons of ammunition. The D variant bears an improved heavy large laser tied to a targeting computer for tremendous hitting power as well as a Streak LRM 10 rack for ranged attacks. A supercharger allows the pilot to achieve bursts of speed close to 150 kph.

Notable Units

MechWarrior Rudolph van Belkum: A fearless and skilled Mongoose MechWarrior, van Belkum frequently challenged opponents in much heavier 'Mechs. While his payload varied depending on the particulars of the trial, he preferred to use a large energy weapon and multiple SRM tubes loaded with infernos. After making a challenge he would typically charge his opponent at full speed, unloading an alpha strike. This tactic served van Belkum well until he fought Gertrude Dana'La for the third time. She fired over a dozen inferno missiles of her own at van Belkum during his initial rush, detonating his inferno ammunition, crippling his machine, and leaving him to die at her hands.

Type: **Coyotl**
 Technology Base: Clan
 Tonnage: 40
 Battle Value: 1,974

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 XL Engine	9
Left Torso	1 Endo Steel	
	2 XL Engine	8
	2 Endo Steel	
Right Arm	1 Endo Steel	7
Left Arm	2 Endo Steel	6
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo

Location	Critical	Tonnage
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Primary Weapons Configuration

ER PPC	RA	2	6
Medium Pulse Laser	RT	1	2
Double Heat Sink	CT	2	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Streak SRM 4	LA	1	2
Ammo (Streak) 25	LA	1	1

Alternate Configuration A

Large Pulse Laser	RA	2	6
Streak SRM 4	RT	1	2
Small Pulse Laser	CT	1	1
Streak SRM 4	LT	1	2
Ammo (Streak) 25	LT	1	1
Jump Jet	RL	1	.5
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1
Jump Jet	LL	1	.5

Battle Value: 1,753

Alternate Configuration B

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RA	2	2
ER Medium Laser	RT	1	1
SRM 6	LA	1	1.5
Ammo (SRM) 15	LA	1	1

Battle Value: 1,447

Alternate Configuration C

ER Large Laser	RA	1	4
Plasma Cannon	RT	1	3
Ammo (Plasma) 20	CT	2	2
ECM Suite	CT	1	1
ATM 6	LA	3	3.5
Ammo (ATM) 20	LA	2	2

Battle Value: 1,851

Weapons and Ammo

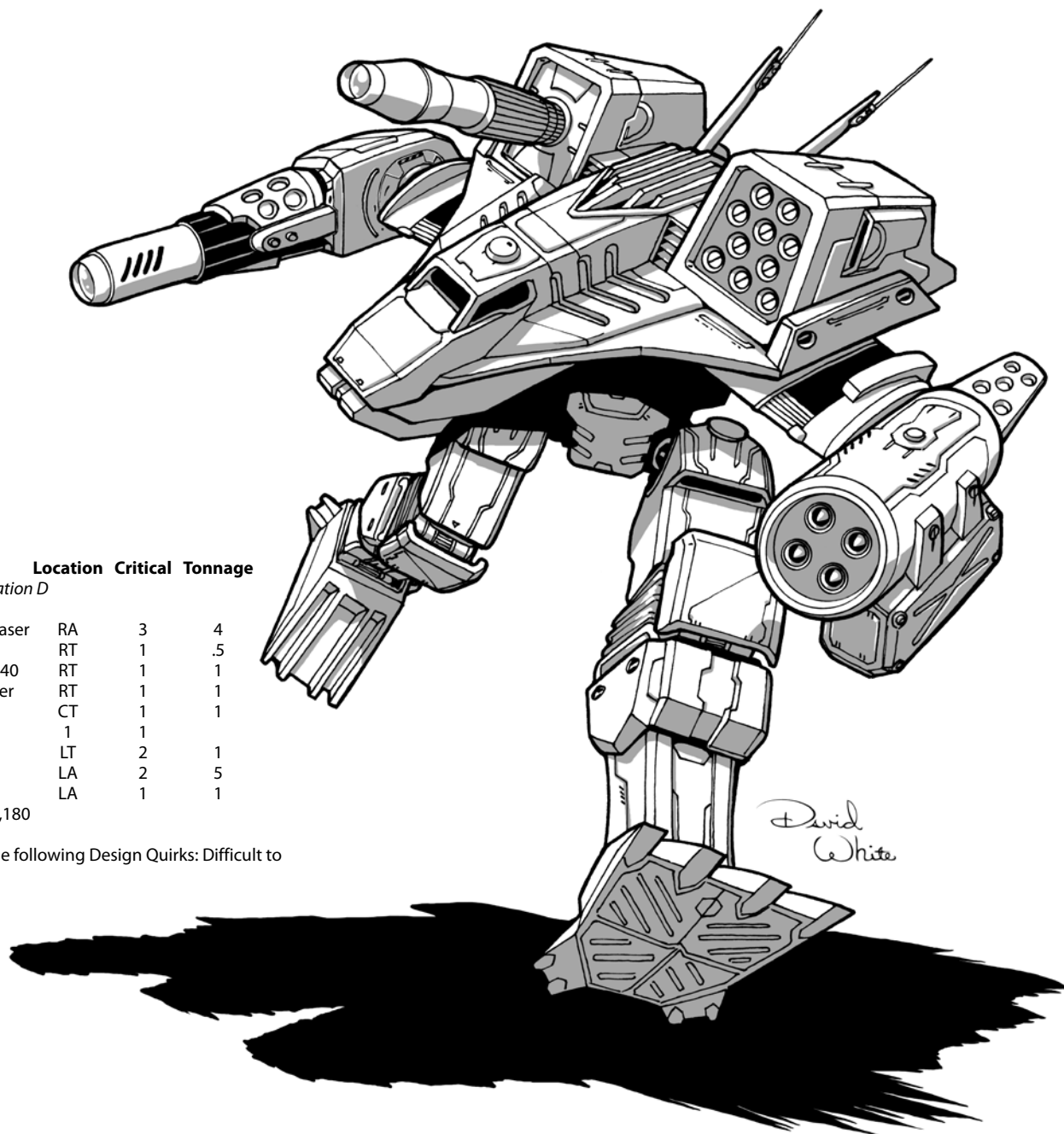
Location	Critical	Tonnage
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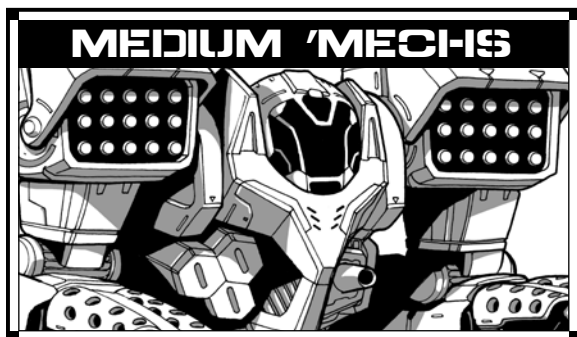
Alternate Configuration D

Improved Heavy Large Laser	RA	3	4
AP Gauss Rifle	RT	1	.5
Ammo (AP Gauss) 40	RT	1	1
Targeting Computer	RT	1	1
Supercharger	CT	1	1
TAGCT	1	1	
Double Heat Sink	LT	2	1
Streak LRM 10	LA	2	5
Ammo (Streak) 12	LA	1	1

Battle Value: 1,180

Notes: Features the following Design Quirks: Difficult to Maintain





Mass: 50 tons

Chassis: Crucis-d Endo

Power Plant: Vlar 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Riese-500 with CASE

Armament:

2 Type XVa "Crossbow" LRM-15 Launchers

3 Intek Medium Lasers

2 Hovertec Streak-2 SRM Launchers

2 M100 Machine Guns

Manufacturer: Constantin Assembly Plan M27A-E

Primary Factory: Priori

Communications System: Garret T11-b

Targeting and Tracking System: Garret A6

Legend has it that the eponymous Clan Sea Fox 'Mech was the result of a wager between two Clan Khans. Bristling with firepower suited to a wide range of tactical objectives, the *Fox* was the darling of the Golden Century, until the Foxes mysteriously stopped producing updated variants and dropped it from their *touman*.

Capabilities

In the Inner Sphere, the *Fox* would have competed directly against the *Trebuchet*, but it had few rivals during its time on the battlefields of the Golden Century. The ultra-reliable LRMs gave it a solid long-range punch. An impressive assortment of secondary weaponry handily slashed through

the best supporting elements of the early twenty-ninth century and proved an adequate deterrent for MechWarriors brash enough to get in close.

The heart of the *Fox* was the Garret A6, an adaptive-mode T&T system. In addition to its standard functions, the A6 had a selectable range-finding and telemetry mode that provided impressive accuracy.

Deployment

Despite the Foxes' penchant for selling their 'Mechs to other Clans, they never marketed the *Fox* during its heyday. It was evenly deployed throughout Sea Fox holdings and participated in many notable engagements. Although instrumental in countless skirmishes, notably against the Smoke Jaguars on Priori and the Wolves on Marshall, the unit's most legendary action came during a rare Trial of Propagation.

The Nix bloodline gained much prestige during the twenty-ninth century, and in 2867 Bloodhouse leaders sought to increase their Bloodcount. The Hawker bloodline opposed, and the resulting Trial drew an audience from several Clans to Bearclaw.

Star Captain Sadler Hawker won a Trial of Refusal to command the Hawker force. He faced Star Colonel Jessica Nix, a shrewd—though considerably older—Clan Star Adder tank commander. Unable to find her at the start of the engagement, Hawker turned his attention to a Nix *Griffin IIC*, downing it within minutes. He then began a cat-and-mouse dance with a Nix *Conjurer*. The two traded fire as they maneuvered through heavily-wooded terrain for fifteen long minutes before Hawker finished the Nix 'Mech. As it fell, pulse laser fire savaged Hawker's *Fox*.

Emerging from a hull-down position where she had lain in wait since the start of the battle, Jessica Nix brought her *Kokou* out of its defensive position and lumbered across the battlefield, shaking off hit after hit as Hawker cycled his weapons in desperation to find some chink in the *Kokou*'s armor. Hawker's last volley of LRMs finally found their way through the tank's armor and wrecked the *Kokou*'s drive train. Immobilized, but still determined to win the Propagation, Nix fought on.

Hawker fired from behind a copse of trees while looking for his opening. Finally setting his mark,

he charged. Angry light stabbed at the *Fox* as Nix bracketed it with another powerful blast. Molten armor from the *Fox*'s shoulder fused the left elbow, but Hawker was committed. He quickly closed the distance, until another volley leapt from the *Kokou* and seared off the *Fox*'s right arm and most of its left torso. Hawker's final shots found their mark, however—his close-range salvo breached the *Kokou*'s ammunition magazine and killed Jessica Nix.

Variants

The Clantech *Fox* was the only attempt made by Sea Fox engineers to improve upon the 'Mech. It adds an additional heat sink, but increases heat output by a staggering 48 percent by upgrading two Medium Lasers to ER versions and replacing the third with an ER Large Laser.

By the end of the Golden Century, the rebuilt *Fox* had become as despised as the original *Fox* had been liked, largely due to its unwieldy heat curve. Rumors abound that the Sea Foxes might return the 'Mech to production status, perhaps taking advantage of newly-developed technology to improve its heat handling, but no concrete evidence of production has been unearthed so far.

Notable Units

Star Captain Sadler Hawker: A *ristar* even before his success in preventing the expansion of the Nix Bloodline, Hawker served with distinction, eventually attaining the rank of Star Colonel. His victory over Jessica Nix started a feud between the Bloodhouses that persists even in the Inner Sphere.

Type: **Fox**

Technology Base: Mixed Inner Sphere

Tonnage: 50

Battle Value: 1,574

Equipment

Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

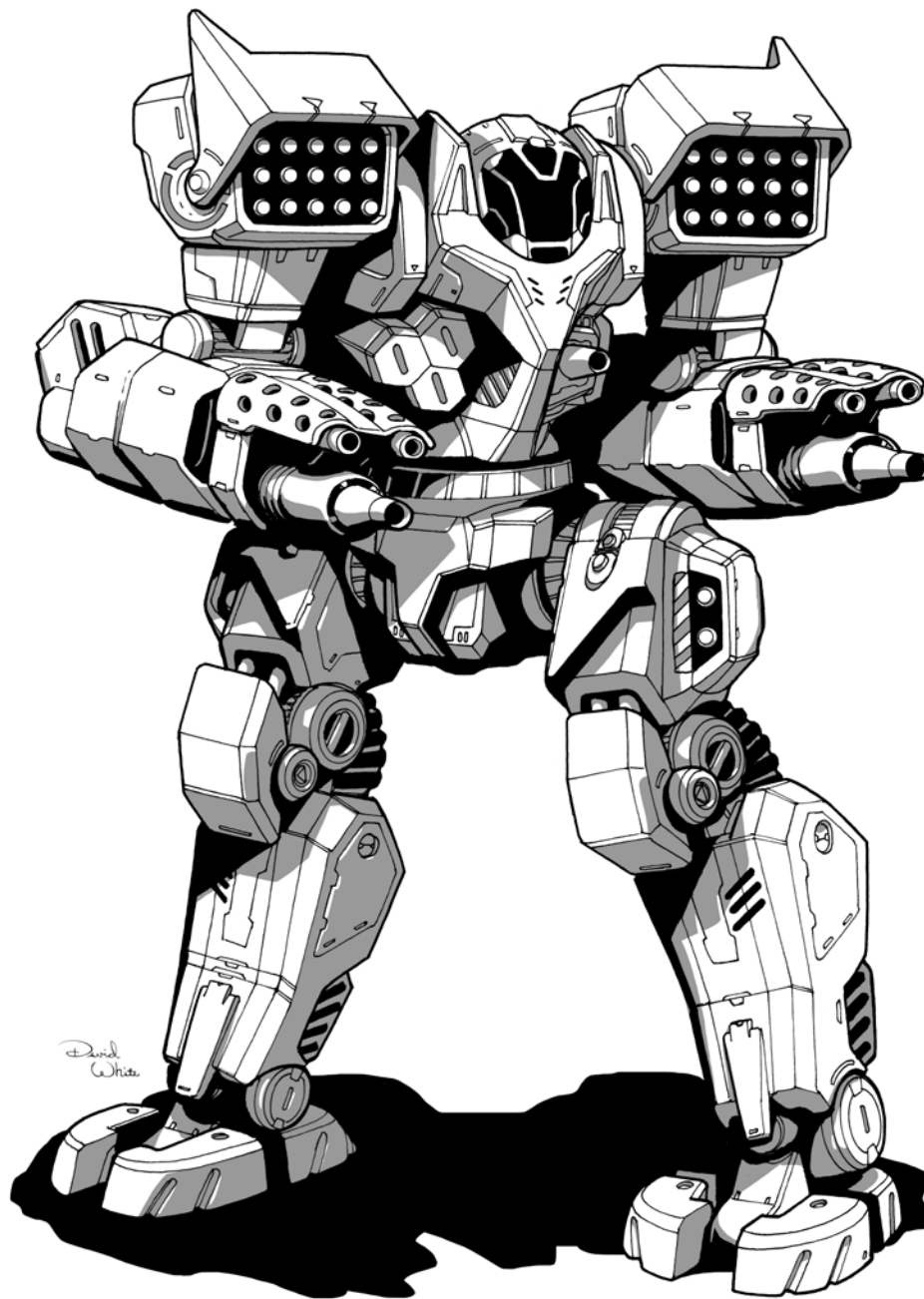
Mass

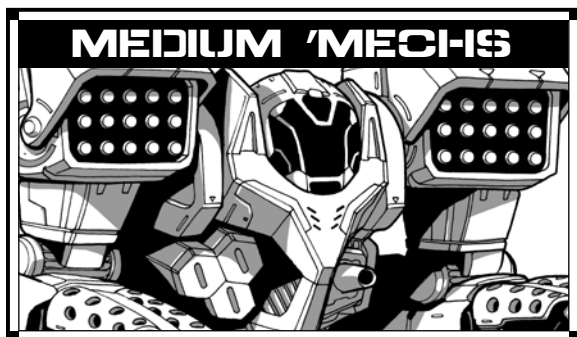
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		5
R/L Arm	8	15
R/L Leg	12	22

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Improved LRM 15	RA	2	3.5
Medium Laser	RA	1	1
2 Machine Guns	RA	2	1
Ammo (LRM) 16	RT	2	2
Ammo (MG) 100	RT	1	.5
CASE	RT	1	.5
Streak SRM 2	RL	1	1.5
Medium Laser	CT	1	1
Ammo (Streak) 50	CT	1	1
Streak SRM 2	LL	1	1.5
Ammo (LRM) 16	LT	2	2
Ammo (MG) 100	LT	1	.5
CASE	LT	1	.5
Improved LRM 15	LA	2	3.5
Medium Laser	LA	1	1
2 Machine Guns	LA	2	1

Notes: Features the following Design Quirks: Variable Range Targeting





Mass: 50 tons
Chassis: Model MHXX Endo-Steel
Power Plant: Fusion 250 Standard
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound H17/1 Ferro-Fibrous
Armament:
 21 tons of pod space available
Manufacturer: Tokasha MechWorks, Niles Industriplex Alpha
Primary Factory: Tokasha, Niles
Communications System: GBX Series Integrated
Targeting and Tracking System: Version Gamma-VTTS

The *Omni-Corvis* is a little-known prototype that briefly bridged the gap between the *Corvis* BattleMech and the more advanced and well-known *Stormcrow* OmniMech. During its brief existence, the *Omni-Corvis* took center stage in the opening battle of a vicious and long-standing feud between the Hell's Horses and Ghost Bears.

Capabilities

As benefitting its predecessor status, the *Omni-Corvis* variants are very similar to the modern *Stormcrow*. During the trial for the Tokasha MechWorks, the *Omni-Corvis* performed well in the high-oxygen environment against the Bear warriors until the final battles for the factory.

Deployment

The first deployment of the *Omni-Corvis* came during the Battle of Tokasha in 2921. When the Ghost Bears breached the Hell's Horses defensive lines around the MechWorks, only a handful of the *Omni-Corvis* prototypes were ready for combat. Assigned around the factory to Horse units which had technical support readily available, most found their way into the 666th Mechanized Assault Cluster. When the Bears' 312th Assault Trinary accidentally broke through the Weißenborn Morass and into the clearing surrounding the factory, the *Omni-Corvis* of Trinary Alpha rushed to the factory's defense. During the brief skirmish, a Horse *Omni-Corvis* singlehandedly defeated a Bear *Minsk* with repeated autocannon rounds to the heavier 'Mech's left knee actuator before the remaining Ghost Bears retreated back into the jungle.

The death of Khan Kilbourne Jorgensson later in the battle sent the Ghost Bears into a berserker rage, presenting the Horse defenders with a tidal wave of enraged Bear warriors who quickly breached the stalwart defensive lines. Positioned in the factory complex, the remaining Horse warriors of Alpha Keshik, which included a few *Omni-Corvis*, attempted to stem the rushing tide but were either destroyed or quickly brushed aside.

With the MechWorks firmly in their control, the Ghost Bears took the opportunity to punish Clan Hell's Horses for Jorgensson's death by releasing the Horses' latest technical achievement, the *Omni-Corvis*, to all of the Horses's enemies. The design schematics quickly spread through the Chatterweb, but most Clans were too proud to use a design not won through honorable trial. Only the opportunistic Snow Ravens opted to make use of the *Omni-Corvis*, though in limited fashion. Using the available technical information, the Ravens reengineered the maligned Horse prototype into the well-received *Stormcrow*.

Notable Units

Star Commander Petra Ravenwater: Petra Ravenwater was a pragmatist. When the trial for Tokasha came, she quickly exchanged her

upgraded *Hoplite* for the untested but more powerful *Omni-Corvis*. Ravenwater was part of the 666th Mechanized's Trinary Alpha when it rushed to contain the small force of First Bear Guards who breached the Horse defenses. During the brief fight, Ravenwater took down two 'Mechs before her *Omni-Corvis*'s cockpit was shot through by a lucky Gauss rifle round.

Luana: A Horse MechWarrior of the 333rd Mechanized Strike Cluster, MechWarrior Luana and her *Omni-Corvis* B took part in the ambush of the 215th Assault Supernova in the marshes of the River Elb. Using the swamp water and jungle terrain to her advantage, Luana's Streak SRMs and pulse lasers carved through two Bear Elementals and a *Dasher* that got mired in the mud. Caught up in the fight, Luana pushed too far ahead of the Horse lines and quickly found herself surrounded by Bear warriors of the Third Bear Regulars. Outnumbered and low on ammunition, her 'Mech's reactor was eventually destroyed by a Bear *Guillotine IIC*. Forced to eject, MechWarrior Luana became lost in the Weißenborn Morass and was never seen again.

Type: **Omni-Corvis**
 Technology Base: Clan
 Tonnage: 50
 Battle Value: 1,678

Equipment		Mass
Internal Structure (Endo):		2.5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	153	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	15
R/L Leg	12	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	5 Ferro-Fibrous	7
Left Torso	5 Endo Steel	7
Right Arm	None	8
Left Arm	None	8
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Ultra AC/10	RA	4	10
Ammo (Ultra) 40	RA	4	4
Double Heat Sink	RT	2	1
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1

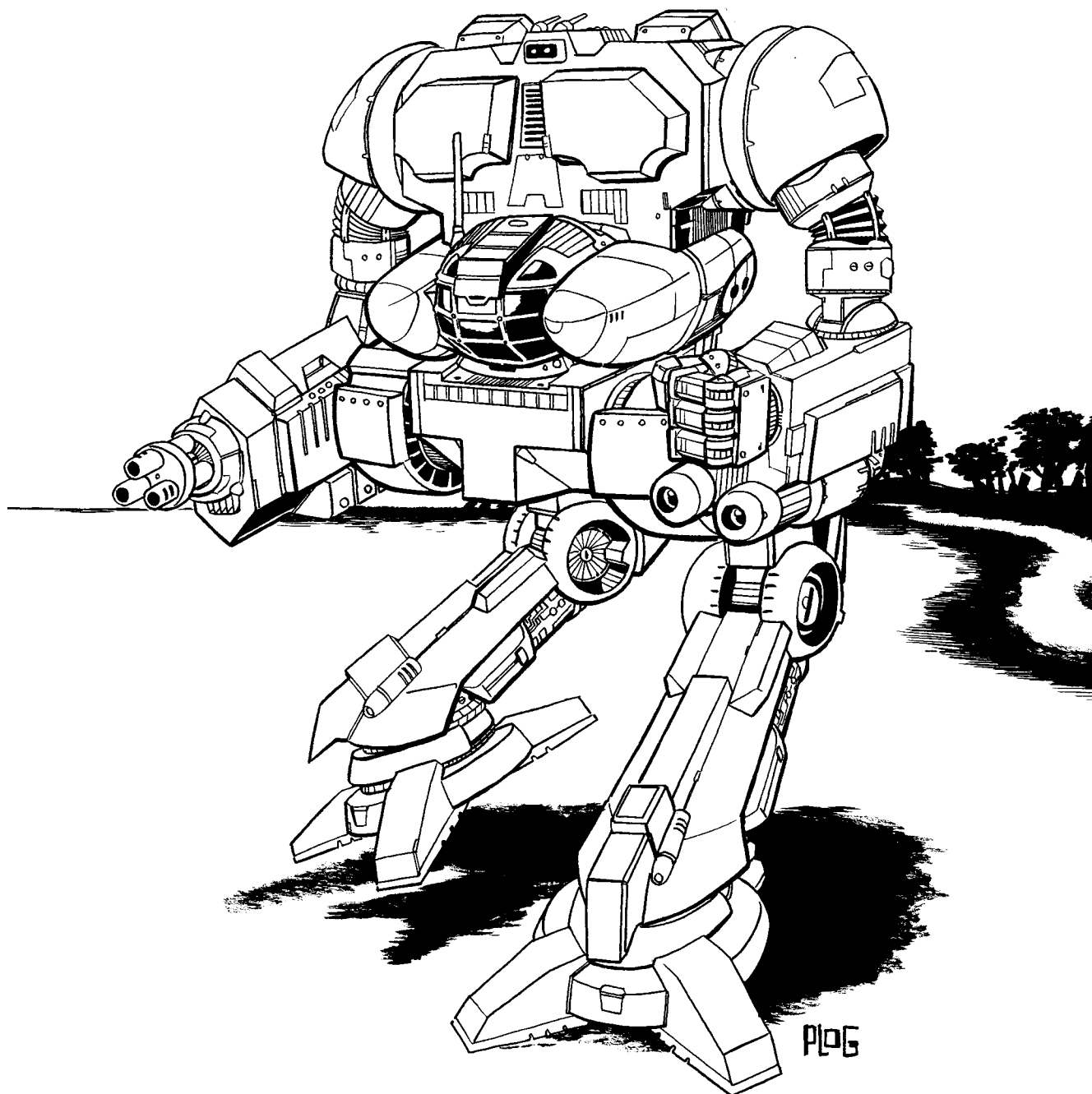
Alternate Configuration A

2 Medium Pulse Lasers	RA	2	4
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Small Pulse Laser	H	1	1
2 Medium Pulse Lasers	CT	2	4
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
2 Medium Pulse Lasers	LA	2	4
Battle Value: 1,977			

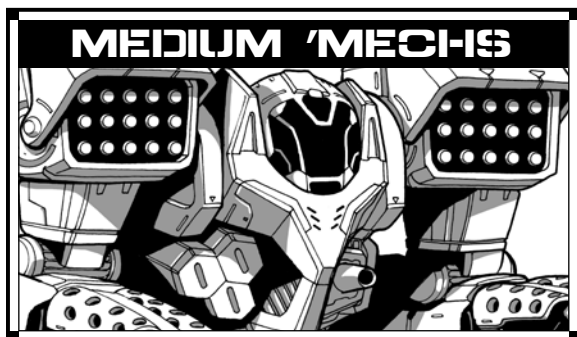
Alternate Configuration B

LRM 20	RA	4	5
Ammo (LRM) 18	RA	3	3
Narc Missile Beacon	RT	1	2
Ammo (Narc) 12	RT	2	2
2 Machine Guns	LT	2	.5
Ammo (MG) 100	LT	1	.5
LRM 20	LA	4	5
Ammo (LRM) 18	LA	3	3
Battle Value: 1,640			

Notes: Features the following Design Quirks: Prototype



PLOG



Mass: 55 tons
Chassis: Type LNX
Power Plant: 275 Fusion XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: SMJ Lifters
Jump Capacity: 150 meters
Armor: Compound Beta Ferro-Fibrous
Armament:
 1 Kolibri Delta Large Pulse Laser
 1 Type 22 Extended-Range PPC
 1 Series 7J Extended-Range Large Laser
 2 Series 2a Extended-Range Medium Lasers
 1 Series 1b Extended-Range Small Laser
Manufacturer: Strana Mechty MechWorks /
 Abysmal Manufacturing Complex
Primary Factory: Strana Mechty / Huntress
Communications System: JN Integrated
Targeting and Tracking System: Cat's Eye MD1

Paired as a complement to the *Sling* for Operation Klondike, the original *Lynx* was popular among Smoke Jaguar MechWarriors and was a highly sought-after 'Mech early in the Clan's history. Rebuilt with Clan technology in the mid-twenty-ninth century, the *Lynx C* was soon eclipsed by early OmniMechs in front-line clusters and relegated to garrison clusters and older warriors near the end of their careers.

Capabilities

Well-suited to sniping thanks to its extended-range weapons, the *Lynx C* rewards MechWarriors

who pick their moment carefully and skirmish at a distance. The *Lynx C*'s thick armor gives a canny MechWarrior time to stalk their prey until an opportunity presents itself. Then, like the 'Mech's feline namesake, they are able to leap into action—sometimes literally—and strike a decisive blow to bring down their target.

Deployment

The *Lynx C* saw frequent action during the Mongoose Absorption, as its heavy armor and all-energy armament gave the BattleMech long endurance in the field, a benefit in some of the campaign's extended operations. On Homer, a Binary from the Nineteenth Striker Cluster under Star Captain Isadora Corbett was deployed to counter Clan Mongoose flanking maneuvers when it encountered a lighter, but swift-moving, Mongoose Binary near the shores of the Ochre Sea. Using her *Lynx*'s jump jets, Corbett cut off a *Coyotl*'s attempted advance and shattered the OmniMech's armor. When a *Mongoose C* attempted to take advantage of damage inflicted by the *Coyotl*, Corbett destroyed the lighter BattleMech in a fusillade of laser fire. With *zellbrigen* broken, the Smoke Jaguars fell on the Mongooses with coordinated fire and wiped them out, despite sustaining significant damage themselves.

After the rise of the OmniMech, the *Lynx C* was relegated to second-line Clusters and was usually deployed to defend Smoke Jaguar holdings. In this role it often clashed with Inner Sphere forces, such as the fierce battles on Yamarovka during the second wave of Operation Bulldog. During one such engagement, a *Maelstrom* spotting for Arrow IV artillery was assaulted by MechWarrior Jackson's *Lynx C*. Jackson's first salvo scored a lucky hit on the *Maelstrom*'s TAG, ending the precision artillery fire, while the rest of Jackson's Star fell on the heavy reconnaissance lance. Jackson felled the *Maelstrom* in exchange for significant damage, including the loss of his 'Mech's right arm, and his Star destroyed or crippled several artillery vehicles before Kell Hound reinforcements overwhelmed and eliminated the Smoke Jaguar BattleMechs.

In the wake of the Smoke Jaguars' downfall, Clan Ice Hellion ended up with a large number of salvaged

Lynx Cs as the Homeworld Clans trialed for Jaguar resources. Unwilling to waste the salvage, the Hellions brought several with them during their invasion of the Jade Falcon Occupation Zone. Although the *Lynx C* performed well overall, a disastrous battle on Golandrinas during the Jade Falcon counterattack showed the perils of overconfidence. Drawn into pursuing a *Spirit*, an Ice Hellion MechWarrior eagerly pursued the smaller, fleetier 'Mech, only to be ambushed by a *Pinion* at point-blank range and see his gyro quickly destroyed.

The ferocity of the fighting between the Hellions, Falcons, and Hell's Horses during the campaign left many *Lynx Cs* on the scrapheap, leaving only a handful operational.

Notable Units

Star Colonel Urmila Sharrete: Urmila Sharrete's career was bookended by a pair of spectacular duels against OmniMechs. Graduating from her *sibko* soon after the OmniMech's invention, Urmila was a voice of disdain for the new invention. She made a name for herself in her beloved *Lynx C* by triumphing over a *Lupus*, and rose to command the Fifth Jaguar Dragoons while winning several Trials of Grievance over her views. Urmila's dismissive stance ultimately resulted in her death while attempting to best a *Summoner*.

MechWarrior Jackson: Still fresh from his *sibko* during Operation Bulldog, Jackson's skill at overcoming heavier 'Mechs and tenacity impressed his opponent. Listed as KIA on Yamarovka, Jackson was miraculously revived, but spent four months in a medically-induced coma. Officially taken prisoner by the Davion Guards when he woke, Jackson volunteered to serve the Federated Suns, viewing himself as a bondsman. He later fought in the Civil War and the Jihad, rising through the ranks before retiring to Argyle as a Captain.

Type: **Lynx C**
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 2,712

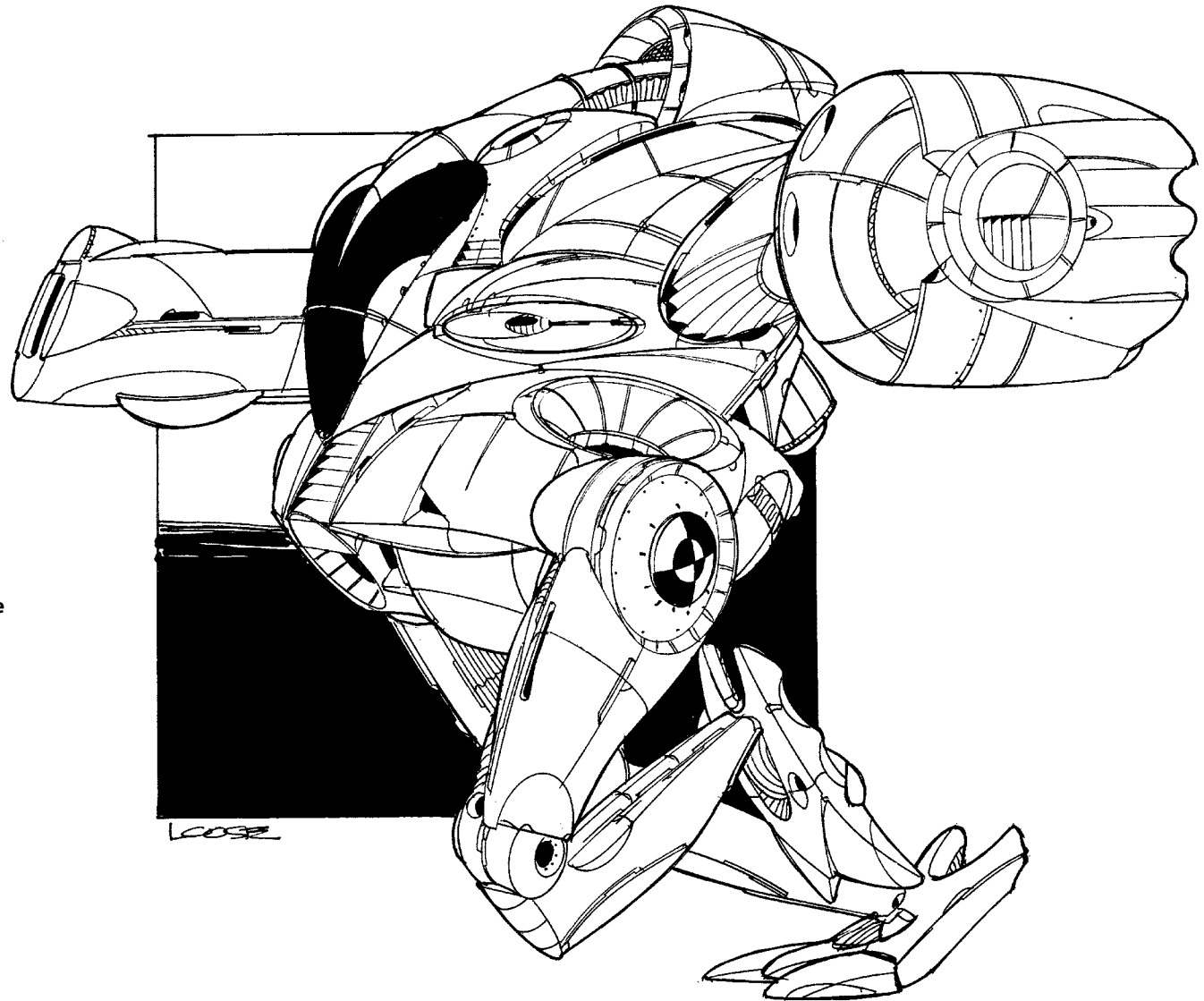
Equipment

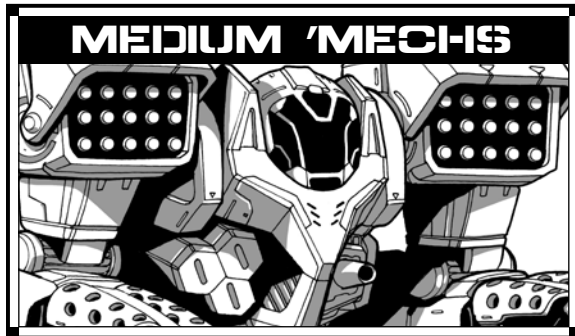
Internal Structure:		5.5	Mass
Engine:	275 XL	8	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5	2.5	
Heat Sinks:	17 [34]	7	
Gyro:		3	
Cockpit:		3	
Armor Factor:	185	10	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	18	30	
Center Torso (rear)		6	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	18	
R/L Leg	13	26	

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	2	6
2 Double Heat Sinks	RA	4	2
ER Large Laser	RT	1	4
ER Small Laser	RT	1	.5
ER Medium Laser	CT	1	1
Jump Jet	CT	1	1
3 Double Heat Sinks	LT	6	3
Large Pulse Laser	LA	2	6
ER Medium Laser	LA	1	1
1 Double Heat Sinks	LA	2	1
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Bad Reputation





Mass: 55 tons
Chassis: CCTech-2
Power Plant: 275 Fusion XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard Composition A
Armament:
 1 Type XX "Great Bow" LRM-20 Launcher
 2 Pattern C3 Improved SRM 6 Racks
 2 Pattern C4 SRM 4 Racks
 2 SEP-Class Extended-Range Medium Lasers
 1 Series 1b Extended-Range Small Laser
Manufacturer: Babylon Mechworks V
Primary Factory: Babylon
Communications System: CCC T-45
Targeting and Tracking System: CCC D4.1j

Built as a show of force following the horrendous losses Clan Cloud Cobra suffered during the liberation of the Pentagon Worlds, the *Naja* was the Cobras' attempt to bolster the ground strength of their *touman* during a time when the Clans were becoming increasingly competitive.

Capabilities

As with many early Clan 'Mech designs, Cobra scientists and engineers selected a readily-available SLDF chassis upon which to build a new 'Mech. Among those in the Cobra caches was the venerable *Kintaro*. Shunned by most Clans because of the Narc system, the Cloud Cobras saw in the *Kintaro* the

perfect platform on which to integrate their scientist caste's new advances in missile launcher technology. Rebuilt around a new combination of long- and short-range launchers, the new *Naja* could deliver a tremendous amount of firepower during Clan trials and was even a threat to aerospace fighters fielded by rival Clans such as the Snow Ravens and Mongooses.

Deployment

The first batch of *Naja* saw action during an abortive attempt by Clan Coyote to seize some of the new Cobra SRM racks. During the trial, the overeager Coyote warriors thought they could bulldoze the weaker Cobra warriors and closed in for a quick kill. Unfortunately for them, the Coyotes were ill-prepared for the waiting reception when the *Naja* unleashed their storm of short-range missiles.

Upgraded with better technology as it proliferated throughout Clan space, the *Naja* served admirably during the early parts of the Golden Century despite being outclassed by newer designs. Surprisingly, despite the ease of replacement, the frugal Cobras refrained from replacing the *Naja's* outdated Improved SRM 6s. This decision would seem strange to most outsiders, but to the Cobras it made good sense. Use of the obsolete SRM launchers made the *Naja* less appealing to the Clan's enemies, limiting trials for such units at a time when the Clan could ill-afford to lose BattleMechs. Plus, the Cobras' expertise in the system meant that maintenance was not an issue. For years, *Najas* captured by other Clans were inevitably traded back to the Cobras or bargained away once the current owners realized the Pattern C3 racks were tightly integrated into the 'Mech's arm and almost impossible to replace.

The *Naja's* shining moment took place during the ferocious Trials of Possession for Zara in 2850, when Jade Falcon forces claimed a swath of land very near the capital of El Giza. Zara was only then maturing into what would become Clan Cloud Cobra's principal holding, and they were determined to defend their home with everything at their disposal, including the entirety of Alpha Galaxy. Over the course of ten days, Alpha Galaxy battled the Jade Falcons along the shores of the Ochre Sea for possession of the

planet. The lynchpin of the Cobra defense was a large aerospace base outside of El Giza, which served as the primary launch and supply point for aerospace fighters from the First Cobra Fang Cluster facing the brunt of the Falcon advance. Tasked with the protection of this vital resource, Fang *Najas* fended off wave after wave of Falcon BattleMechs with mass missile salvos but suffered horrendous losses in the process. Their tenacious defense paid off; the Falcons never reached the valuable airfields, and Cloud Cobra aerospace fighters were able to drive the invaders off-world.

The battle for Zara was the *Naja's* swan song. After the battle the Cloud Cobras began to emphasize growth of their aerospace arm like never before, and BattleMechs like the *Naja* became an unpopular necessity. The rise of the OmniMech only complicated matters, and soon only a handful of *Naja* were manufactured on Babylon each year. By the early 3000s, only two Stars worth remained in operation, all in the Cobras' Gamma Galaxy.

Notable Units

MechWarrior Jacob Pearson: Jacob Pearson's lackluster codex was capped with the spectacular defense of the Khatib Memorial Aerobase during the battle for Zara. A mediocre MechWarrior in a Clan of superb aerospace pilots, Jacob made a name for himself when he defeated a Falcon *Black Knight* and *Wakazashi* as they tried to break through the base's outer perimeter. Pearson knocked out the *Black Knight* with a lucky LRM strike against the 'Mech's cockpit, followed by massed SRM fire that breached the *Wakazashi's* torso. Bolstered by his incredible success, Pearson next challenged a Falcon *Warhammer IIC*. The aggressive warrior did not survive the resulting ER PPC fire.

Type: **Naja**
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 1,636

Equipment

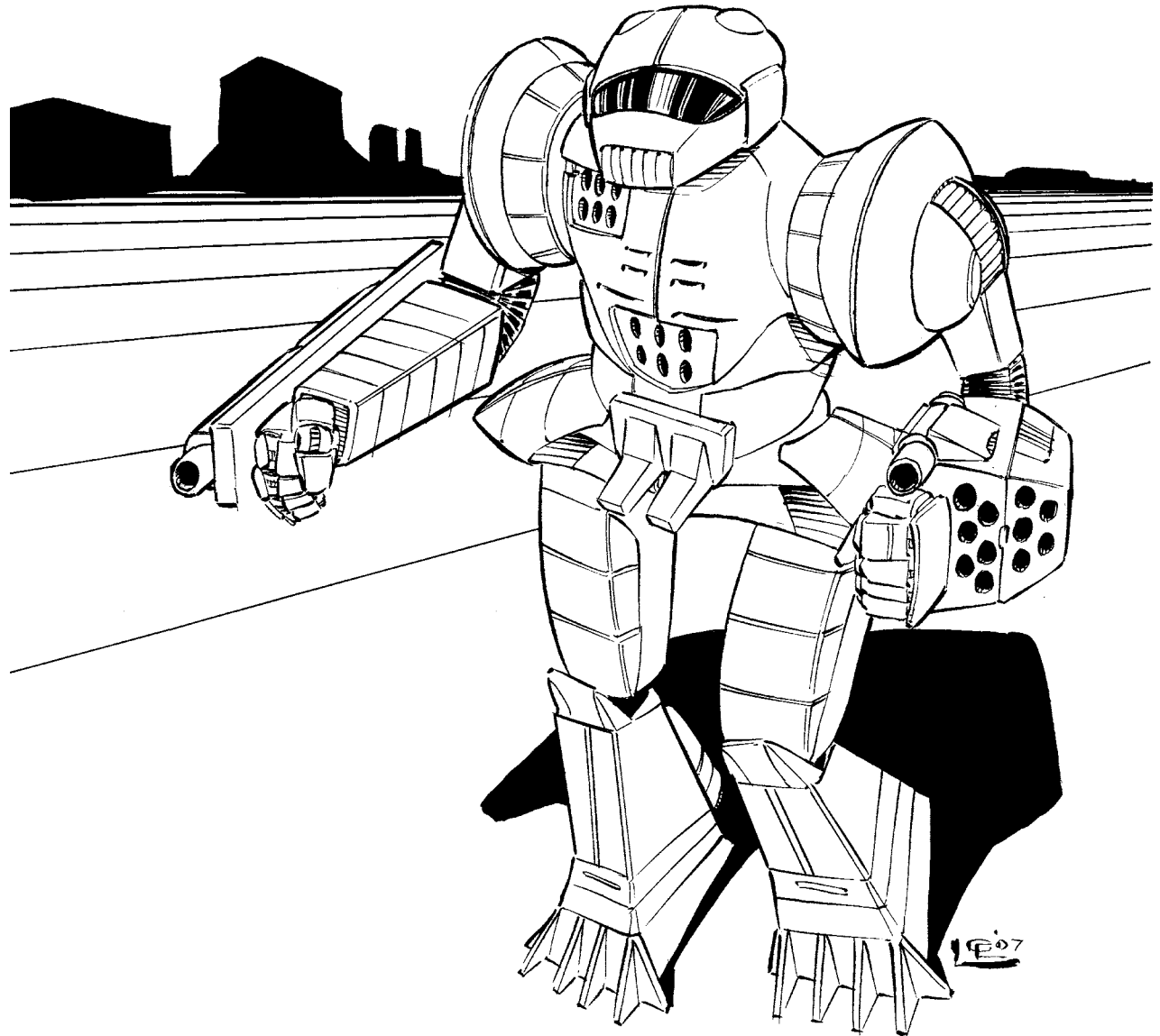
Internal Structure:		5.5
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	185	12

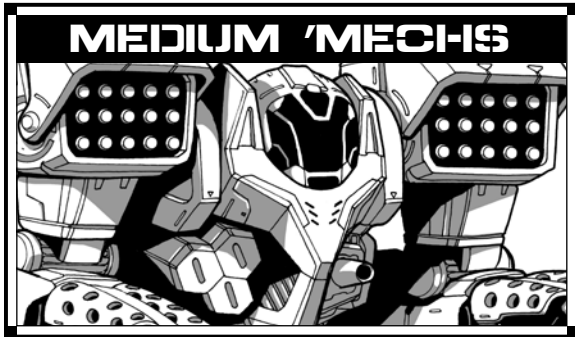
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	27
Center Torso (rear)		9
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Small Laser	RA	1	0.5
Double Heat Sink	RA	2	1
2 Improved SRM 6s	RT	4	6
Improved			
SRM 6 Ammo (30)	RT	2	2
2 SRM 4s	CT	2	2
LRM 20 Ammo (6)	LT	1	1
SRM Ammo (25)	LT	1	1
Double Heat Sink	LT	1	1
LRM 20	LA	4	5
Double Heat Sink	LA	1	1

Notes: Features the following Design Quirks: Non-Standard Parts/SRM6s (after 2828) and Easy to Maintain





Mass: 55 tons

Chassis: Type 56-45C Modified

Power Plant: 275 Fusion XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound 12A2

Armament:

24 tons of pod space available

Manufacturer: Tokasha Mechworks Alpha

Primary Factory: Tokasha

Communications System: Garret T10B

Targeting and Tracking System: Series VI KITT

The *Sun Bear* was an OmniMech mostly known for its later progeny—the *Stooping Hawk* designed by Clan Blood Spirit—but which possessed an out-sized reputation inside Clan Ghost Bear belying its small numbers. Assigned by name to selected Clan *ristars*, MechWarriors who piloted the rare 'Mech either became known across the Clan for their victories or died in the cockpit.

Capabilities

Prototype A, as it was known through its construction and testing stages, was designed to compete with the *Stormcrow* and *Mad Dog* to become a primary OmniMech of the Bear *touman*. While performing well, it was quickly recognized as both slower and less durable than the *Stormcrow* and possessed less pod space than the *Mad Dog*. It did, however, outperform its competitors in

flexibility. Designed with an eye towards ease of maintenance and unconstrained by bulky endo-steel or ferro-fibrous materials, MechWarriors piloting the *Prototype A* consistently returned to the field before their competitors, the 'Mech's accommodating structure fielding nearly limitless configurations.

Deployment

A total of five *Prototype As* were built, with one destroyed during testing. When the Blood Spirits challenged for a *Prototype A*, the Bear bid contained only one of the testbeds, with the remaining three sent to other holdings for continued testing. Recognizing his reputation was at stake if he lost in the now-discontinued *Prototype A*, MechWarrior Bradley configured his 'Mech for offense at all costs. His belligerence paid off: though the 'Mech design was lost to the Spirits, the remaining machines, now called *Sun Bears*, were allowed to remain with the Ghost Bear *touman*. Maintaining their assault-first mentality, the three remaining *Sun Bear* pilots eventually earned Bloodnames and bequeathed their *Sun Bears* to like-minded younger MechWarriors. This tradition continued; the *Sun Bear* served as the OmniMech of choice for aggressive MechWarriors, and the maintenance-friendly design ensured technicians could repair whatever damage it received. More pilots were killed in the *Sun Bears* than received promotions, however—a legacy that entranced rather than deterred bold young warriors.

The first of the three remaining *Sun Bears* was lost and presumed destroyed during a Dark Caste raid defending one of the Clan's famous asteroid mining facilities. Decapitated by a PPC strike, the *Sun Bear* was last seen floating into the belt; days of searching were unsuccessful in locating the missing 'Mech. The second *Sun Bear* participated in the Operation Revival trials and was taken as *isorla* by the Goliath Scorpions during the second round. Reportedly, the Scorpions continued the tradition of assigning the *Sun Bear* to aggressive pilots: Second Star League records show it participated in numerous trials against their embassy on Huntress before communication was lost during the Jihad. The final *Sun Bear* participated in Operation Revival itself; victorious in numerous battles including the defeat

of the honorable Twenty-Second Rasalhagian Free Company on Vipaava, it was destroyed on Tukayyid by the Com Guards during the hard fighting outside the city of Luk.

Variants

Though almost every MechWarrior who piloted one took pride in reconfiguring their *Sun Bear* often and unpredictably, three more-or-less "standard" variants developed over time. The Primary configuration was mounted in the design's first trial against the Blood Spirits, a close-range brawler with a deep ammo bin. The A variant became popular for MechWarriors expecting enemies to field both BattleMechs and Elementals, and the B variant gave the *Sun Bear* pilot fearsome long-range attack capabilities.

Notable Units

MechWarrior Bracelen Hall: Lead test-pilot of the *Prototype A*, MechWarrior Bracelen is credited with creating the Primary variant of the *Sun Bear*, which he used to great effect defending Ghost Bear holdings on Arcadia. With his *Sun Bear*, Bracelen earned a Bloodname and rose to command Theta Galaxy. After his death in combat, his *Sun Bear* was eventually taken by the Scorpions and last spotted among the Fourteenth Scorpion Hussars.

Type: Sun Bear

Technology Base: Clan

Tonnage: 55

Battle Value: 2,022

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 168

Internal Structure	Armor Value
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Head	3	9
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Center Torso	18	28
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Center Torso (rear)		7
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R/L Torso	13	20
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R/L Torso (rear)		5
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R/L Arm	9	17
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R/L Leg	13	20
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Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	None	8
Left Arm	None	8
Right Leg	None	2
Left Leg	Double Heat Sink	0

Notes: Features the following Design Quirks: Rugged, Easy to Maintain, Difficult to Eject

Weapons and Ammo

Location	Critical	Tonnage
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Primary Weapons Configuration

Medium Pulse Laser	RA	1	2
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ER Medium Laser	RA	1	1
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Ultra AC/20	RT	8	12
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Double Heat Sink	RT	2	1
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Double Heat Sink	CT	2	1
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Ammo (Ultra) 15	LT	3	3
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Double Heat Sink	LT	2	1
------------------	----	---	---

Medium Pulse Laser	LA	1	2
--------------------	----	---	---

ER Medium Laser	LA	1	1
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Weapons and Ammo

Location	Critical	Tonnage
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Alternate Configuration A

6 ER Medium Lasers	RA	6	6
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5 Double Heat Sinks	RT	10	5
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Double Heat Sink	CT	2	1
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5 Double Heat Sinks	LT	10	5
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6 ER Medium Lasers	LA	6	6
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Battle Value: 2,418

Alternate Configuration B

ER Large Laser	RA	1	4
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ER Medium Laser	RA	1	1
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LRM 20	RT	4	5
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Ammo (LRM) 6	RT	1	1
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Double Heat Sink	RT	2	1
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LRM 20	LT	4	5
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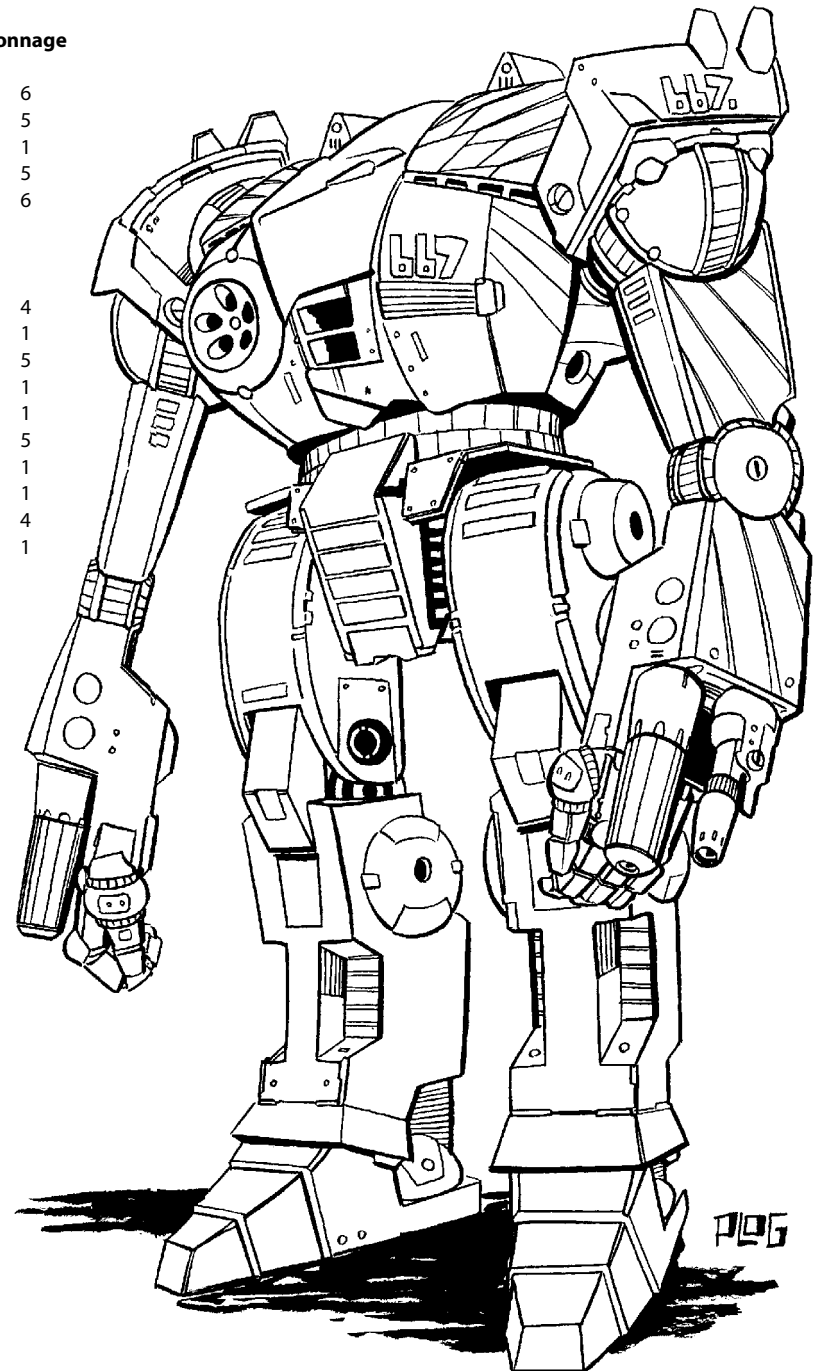
Ammo (LRM) 6	LT	1	1
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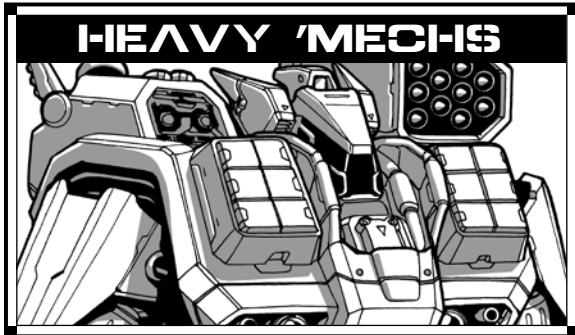
Double Heat Sink	LT	2	1
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ER Large Laser	LA	1	4
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ER Medium Laser	LA	1	1
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Battle Value: 2,144





Mass: 60 tons

Chassis: MangoTech 500 XXX (Endo Section)

Power Plant: 360 XL Fusion

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging OTR17b (Standard)

Armament:

3 Kolibri Delta Series Large Pulse Lasers

Manufacturer: Ashton 'Mech Production Complex

Primary Factory: Foster

Communications System: JNE Integrated

Targeting and Tracking System: KBC Starsight Model 5.1

Filling a role lost to history as Clan combat evolved, the *Lancelot C* excelled as a fast, heavy harasser and a bully to hunt lighter 'Mechs. Even a newly-minted warrior could excel with the *Lancelot C*'s weapons package, but Kindraa Smythe-Jewel's premier 'Mech shined in the hands of an elite warrior.

Capabilities

Clan Fire Mandrill Kindraa competed in all things, and 'Mech design was no exception. While Kindraa Payne claimed an edge with the naming and appearance of the *Mandrill*, Kindraa Smythe-Jewel sought to design a 'Mech whose performance would earn them even greater honor. To that end, the *Lancelot C* was designed as a light 'Mech hunter, one that would be able to take on a *Star of Mandrills* or other light 'Mechs and win. The *Lancelot C*'s success

and eventual demise as a Fire Mandrill 'Mech would mirror the fate of Kindraa Smythe-Jewel.

Deployment

The *Lancelot C* was used in Kindraa Smythe-Jewel's heavy cavalry Stars as a harasser and scout, and in lighter striker Stars as bully and bodyguard. The Kindraa showed off the bully role to great effect when it won possession of OmniMech technology from Clan Coyote. Then-Star Captain William Smythe used a pair of *Lancelot Cs* alongside light 'Mechs to give his striker Stars more size and firepower than the Coyotes expected. While the Coyote 'Mechs could match the reach of the *Lancelot Cs*, none of them could match their total firepower and accuracy.

The *Lancelot Cs* and lighter 'Mechs traded shots from long range, whittling down the Coyotes' armor along with the patience of their warriors. On the losing side of the long-range battle, the Coyotes moved to close the distance. This was the opening the Mandrills had hoped for, and they changed tactics to fast passes with the more heavily-armored *Lancelot Cs* leading the way for the lighter 'Mechs. In one pass, a *Lancelot C* placed all three pulse lasers into the leg of a *Coyotl*, crippling the OmniMech. The warrior surrendered as the *Lancelot C* continued closing at full speed with weapons aimed on his downed *Coyotl*. With each side holding to *zellbrigen* and individual duels, the *Lancelot C*'s larger size and the Mandrills' tight formation forced many of the Coyote warriors to hold their shots for fear of initiating a melee.

These tactics and inherent advantages led to a Mandrill victory, but the devious bidding employed by Smythe would eventually lead to his Kindraa's demise and a benefit to Clan Burrock for decades to come. In the aftermath of Kindraa Smythe-Jewel's destruction, Kindraa Payne ended up with possession of the sole *Lancelot C* factory. Kindraa Payne had no desire to field a design that had indirectly led to one of its Clan's worst defeats, and instead sought to profit from the new asset. Clan Burrock had long favored the *Lancelot C* and often trialed for production runs. In a unique exchange, the Burrocks ended up with the *Lancelot C* factory.

However, over time, Clan 'Mechs increased their speed and firepower as technologies and design philosophies advanced. OmniMechs such as the *Summoner*, *Timber Wolf*, *Gargoyle*, and *Executioner* were fast enough to not be easily outmaneuvered by the *Lancelot C* but also able to outfight the BattleMech at long ranges, relegating the *Lancelot C* to second-line use. By the time of the Burrock Absorption, the *Lancelot C*'s primary factory had long since been retooled for different production, with most of the remaining 'Mechs found in second-line forces even after the Clan's Absorption by the Star Adders.

Variants

Despite success in the testing phase and early combat, some among the Smythe-Jewel leadership complained that the *Lancelot C* did not have enough firepower to fight off heavier opponents or the speed to avoid them. A variant produced a quarter-century after the *Lancelot C*'s initial introduction traded the pulse lasers for ER versions and an ER PPC. The 'Mech's speed was increased with a MASC system for short bursts. Flamers were added to start fires for smokescreens and for use against combat infantry and vehicles.

Notable Units

Star Colonel Annika Enders: A *ristar* Star Commander, Annika piloted one of the first *Lancelot Cs* acquired by Clan Burrock. As commander of a light striker Star, she racked up an impressive string of victories. Shortly after winning her Bloodname, Annika challenged her Cluster commander for command of the unit and his *Lancelot C 2*. Despite winning in her *Lancelot C*, Annika favors the later variant's weapons package for fighting in her new, heavier command Star. As a frontline commander, Annika was regularly offered newly-built or acquired OmniMechs, but she refused.

Type: **Lancelot C**

Technology Base: Clan

Tonnage: 60

Battle Value: 1,960

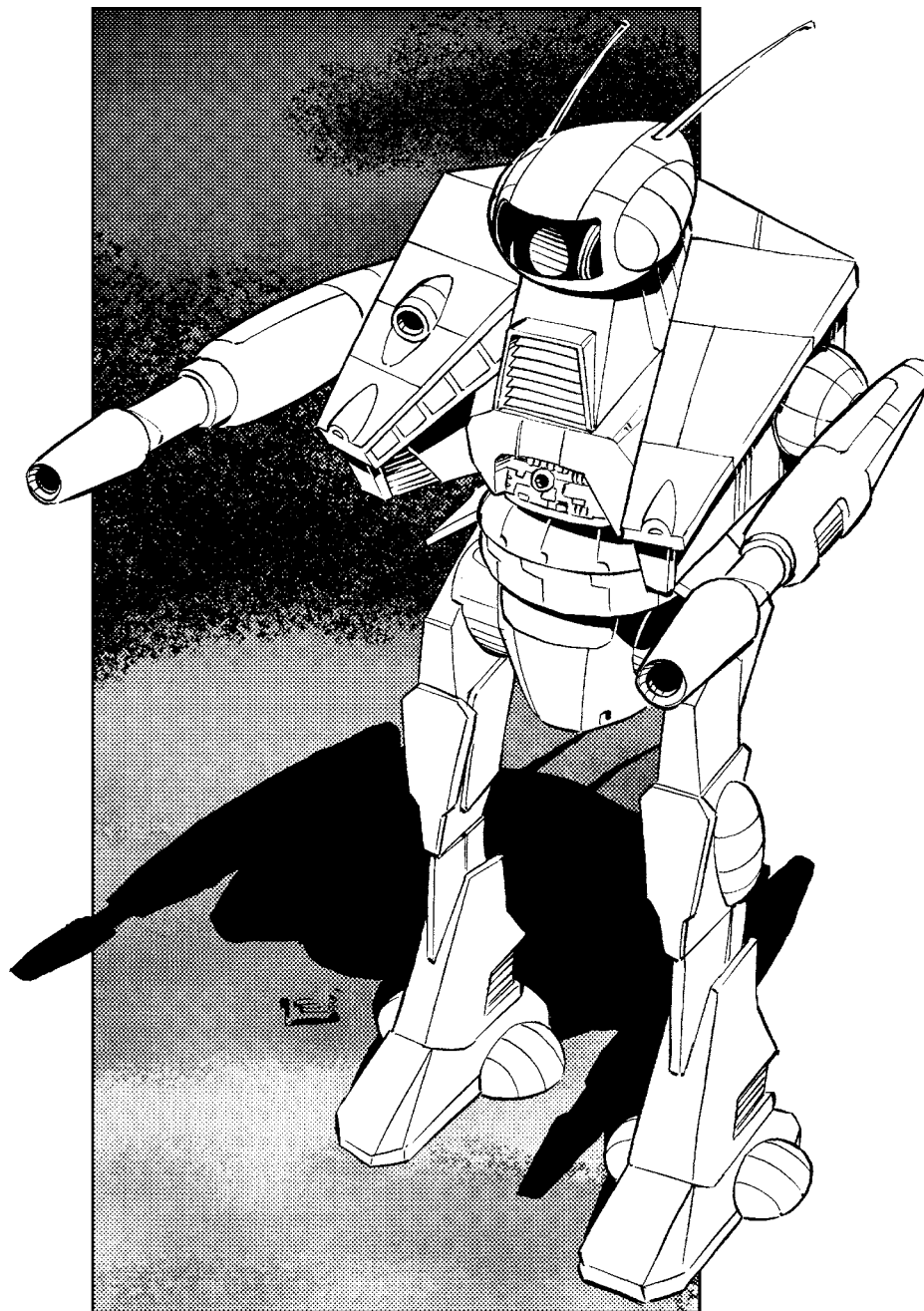
Equipment

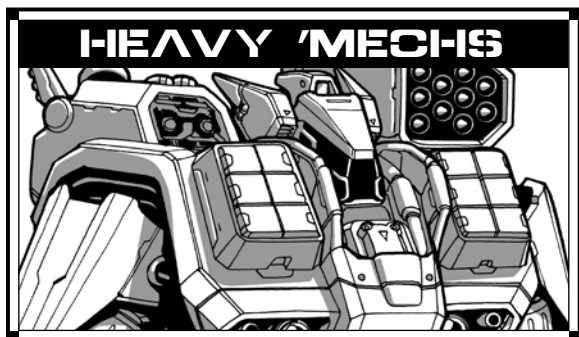
	Endo Steel	Mass
Internal Structure:	360 XL	3
Engine:	360 XL	
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	20	21
Center Torso (rear)		16
R/L Torso	14	16
R/L Torso (rear)		10
R/L Arm	10	14
R/L Leg	14	14

Weapons

and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Large Pulse Laser	RT	2	6
Large Pulse Laser	LA	2	6

Notes: Features the following Design Quirks: Anti-Aircraft Targeting, Narrow/Low Profile, and Bad Reputation





Mass: 60 tons

Chassis: Lupus

Power Plant: Vlar 300

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: CI Ferro

Armament:

23 tons of pod space available

Manufacturer: Coyote Industrial, Trelshire Heavy Industries

Primary Factory: Babylon, Marik

Communications System: CI-Com 4

Targeting and Tracking System: CI-X 2

The second OmniMech ever produced, the *Lupus*' solid and versatile reputation inspired Clan Smoke Jaguar's development of the *Mad Dog*. By the end of the Golden Century, the *Lupus* was outclassed by newer designs and relegated to *solahma* or Brian caches. However, its sturdy reputation played a role in Clan Star Adder's decision in the thirty-first century to convert the aging OmniMech into the *Hellfire*.

In late 3146, Clan Sea Fox saKhan Petr Kalasa saw an opportunity to provide older, cheaper Clan units to his allies and the open market to fill the growing demand for BattleMechs. Instead of creating new 'Mech designs, such as the *Ha Otoko*, Kalasa ordered the *Lupus* updated and placed back into production. Once again, the *Lupus* took to the battlefield.

Capabilities

Both the original and modern *Lupuses* are easy to manufacture, maintain, and repair, making the 'Mech a good choice for mercenaries, well-equipped corporate security forces, and even some Periphery states. The Prime variant is an effective mobile missile platform, while the A and B variants are better equipped for up-close brawling.

Deployment

In February 3147, the first newly-built *Lupuses* went to the Shiva Keshik and Purifier Cluster on Marik for extended testing and evaluation. In July the Regular Fiefs assaulted Marik. As the Fourth Hussars reached Dormuth, the location of the Winter Palace, a Shiva Keshik Trinary led by Star Captain Tokala Nostra fired the first shots. The Trinary included a number of *Lupus* Primes, and the storm of Artemis IV-enhanced missiles that rained down on the Regulars destroyed several 'Mechs. As the Hussars reeled, the Keshik struck all along the front, driving the Fourth back. The arrival of the Thirtieth Hussars saved the Fourth and forced Shiva Keshik to pull back.

Nostra's Trinary was held in reserve as the two sides clashed on the Winter Palace's training grounds. After watching Galaxy Commander Rikkard Nova Cat's challenge scorned and his *Firestarter* felled by concentrated Hussar fire, Nostra led his Trinary against the dishonorable enemy. Massed missile volleys from his Trinary's *Lupuses* annihilated an entire Hussar medium lance as the Cats slammed into the Fourth Hussars' flank. Despite being outnumbered, Nostra's ferocity in taking down a Regular *Neanderthal* with a point-blank LRM strike spared the rest of the Trinary. Already under considerable pressure, the Fourth's flank collapsed, and the Hussars fell back. Stopping only to reload, Nostra harassed the retreating Hussars.

Until Rikkard Nova Cat offered *hegira* to the Regulars two weeks later, Nostra broadcasted a challenge every day to duel any Hussar willing to face him. The first day, Captain Doreen Pieper accepted the challenge. In the no man's land between the two forces, Nostra's *Lupus C* turned Pieper's *BattleMaster* into a slagheap and claimed the captain as a

bondswoman. After that, no other Hussar accepted any of Nostra's challenges.

Sea Fox merchants were quick to take advantage of the *Lupus*' performance on Marik and incorporated combat footage into the sales campaign, highlighted by Nostra's dismantling of Pieper.

Variants

In addition to the BattleMech's three original configurations, two modern configurations have been reported. The C variant pairs improved heavy lasers with a targeting computer and adds a supercharger. The D variant is based around a rotary autocannon, a Streak LRM launcher and a pair of ER medium lasers.

Notable Units

Star Captain Tokala Nostra: A scar-faced man, Nostra rarely speaks but is highly regarded by those under his command and by other Nova Cat refugees. There was some thought he would challenge Rikkard Nova Cat's position as Galaxy Commander, but he has made no move in that direction. Nostra is always in the thick of battle, either in a *Lupus* Prime or the new C configuration.

Type: **Lupus**
 Technology Base: Clan
 Tonnage: 60
 Battle Value: 2,428

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	172	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	25
Center Torso (rear)		8
R/L Torso	14	18
R/L Torso (rear)		6
R/L Arm	10	17
R/L Leg	14	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Ferro-Fibrous	10
Left Torso	2 Endo Steel	10
Right Arm	2 Ferro-Fibrous	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Easy to maintain

Weapons and Ammo

Primary Weapons Configuration

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
LRM 20	RT	4	5
Artemis IV FCS	RT	1	1
Ammo (LRM) 6	RT	1	1
ECM Suite	RT	1	1
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	2	2
ER Medium Laser	LA	1	1
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Alternate Configuration A

Ultra AC/10	RA	4	10
Ammo (Ultra) 30	RA	3	3
Double Heat Sink	RT	2	1
ER Medium Laser	CT	1	1
Double Heat Sink	LT	2	1
Large Pulse Laser	LA	2	6
ER Medium Laser	LA	1	1
Battle Value: 1,927			

Alternate Configuration B

ER Medium Laser	RA	1	1
LB 20-X AC	RT	9	12
Medium Pulse Laser	RT	1	2
ER Small Laser	CT	1	.5
Medium Pulse Laser	LT	1	2
ER Small Laser	LT	1	.5
Ammo (LB-X) 15	LT	3	3
Double Heat Sink	LT	2	1
ER Medium Laser	LA	1	1
Battle Value: 1,985			

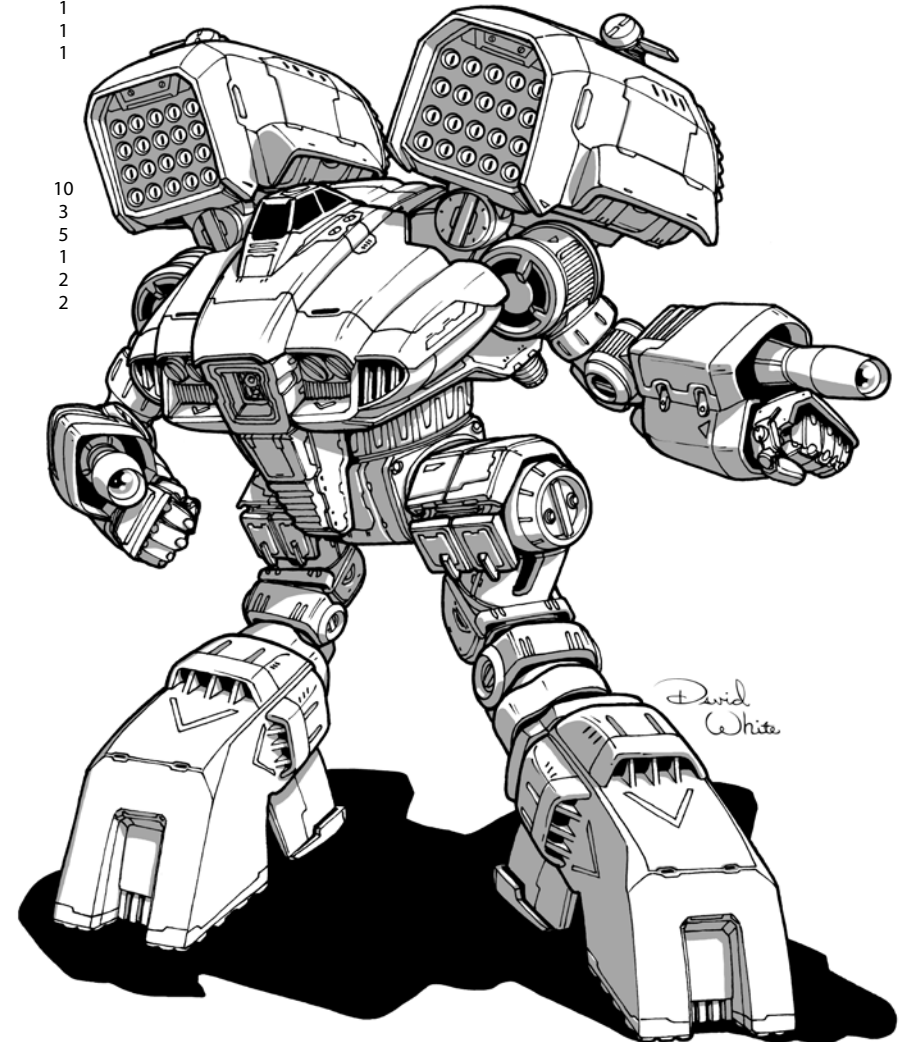
Weapons and Ammo

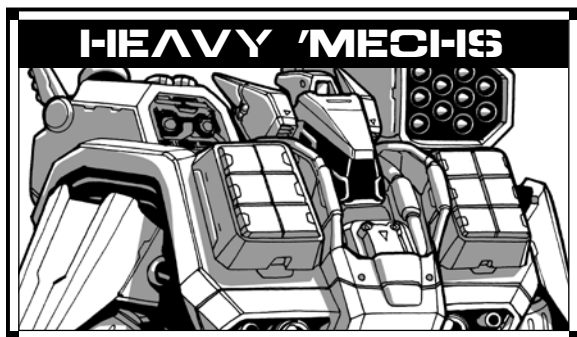
Alternate Configuration C

	Location	Critical	Tonnage
Improved Heavy Medium Laser	RA	2	1
Targeting Computer	RA	2	2
Double Heat Sink	RA	2	1
Improved Heavy Large Laser	RT	3	4
3 Double Heat Sinks	RT	6	3
Supercharger	CT	1	2
Improved Heavy Large Laser	LT	3	4
3 Double Heat Sinks	LT	6	3
Improved Heavy Medium Laser	LA	2	1
Coolant Pod	LA	1	1
Double Heat Sink	LA	2	1
Battle Value: 2,535			

Alternate Configuration D

Rotary AC/5	RA	8	10
Ammo (RAC) 60	RT	3	3
Streak LRM 10	LT	2	5
Ammo (Streak) 12	LT	1	1
ER Medium Pulse Laser	LT (R)	2	2
ER Medium Pulse Laser	LA	2	2
Battle Value: 2,030			





Mass: 60 tons

Chassis: Endo Frame Brim-8

Power Plant: MotivX 300 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: HardShell Class-I Ferro

Armament:

1 Kaumodaki Improved Gauss Rifle

2 SearFire Clan ER Large Lasers

3 Eclipser Medium Pulse Lasers

Manufacturer: Brim Ironworks

Primary Factory: Brim

Communications System: Nova Cat Comms Package A

Targeting and Tracking System: PreyStalker TTS 5.4

Introduced in 2828, the *Vision Quest* was dedicated to the memory of Khan Sandra Rosse and the future she foresaw for both the Nova Cats and Kerensky's Clans as a whole. Fittingly, the 'Mech provided the Cats with far more inspiration than martial advantage during the Golden Century and beyond.

Capabilities

Although intended to honor Khan Rosse's memory, the truth of the matter is that the *Vision Quest* was a rather mundane 'Mech. Despite mounting the first Clan-spec ER Large Lasers, more attention was paid to its symbolic worth than its

value on the battlefield. Still, the *Vision Quest* was a solid workhorse which could easily anchor a defensive line or backstop an aggressive charge.

Deployment

The *Vision Quest* achieved its pride of place due mostly to the actions of Khan Phillip Drummond, who chose the 'Mech when he challenged Smoke Jaguar saKhan Liam Ismiril to a Trial of Grievance in response to disparaging words Ismiril said about the Nova Cats and Sandra Rosse during a Grand Council meeting. Facing the younger warrior in combat, Drummond initially fared poorly in the fight. But the Khan subtly manipulated Ismiril's overconfidence until Drummond was able to bring his large lasers to bear and blast through his foe's rear armor, triggering a catastrophic reactor failure and winning the Trial. Though this victory forever sealed the enmity between the two Clans, the pride felt by the Nova Cats propelled their efforts during the rest of the Golden Century.

The introduction of a Clantech variant of the *Vision Quest* gave the 'Mech some life into the Golden Century, but the arrival of OmniMech technology increasingly sidelined it after only a few decades of use, with diminishing numbers appearing only in the most supply-starved Clusters. Of the other Clans, only the Burrocks and Snow Ravens showed any interest in the 'Mech, and even that waned by the thirty-first century. Among the Nova Cats, only one *Vision Quest* survived their relocation to the Inner Sphere.

In the final days of their ill-fated rebellion against the Draconis Combine, the Cats besieged on Irece utilized every scrap of war gear they could gather. After having her *Cave Lion* shot out from under her, Khan Jacali Nostra fully intended to direct the endgame from a command center, not wishing to divest any active warrior of their 'Mech for her own ego. A cadre of Nova Cat technicians, however, presented her with an unexpected gift: Phillip Drummond's original *Vision Quest*, maintained for more than 300 years as an honored relic and guardian of the Cats' central genetic repository, now refurbished and made battle-ready once more. Khan Nostra led the final stand of the Nova Cats from the same cockpit in which her predecessor had long ago

inspired their Clan; though outclassed by every other 'Mech, Nostra's tenacity spurred her warriors to even greater heights. Khan Nostra was last seen standing defiantly before the doors of the central repository, surrounded by the unbowed remnants of the Nova Cat Touman, moments before a Combine fighter wing obliterated the site with nuclear fire.

Variants

A mere four years after its introduction, the *Vision Quest* was retrofitted to Clantech standards, boosting its armor and swapping out the improved Gauss rifle for a class-20 Ultra autocannon. This model would become the standard for more than three decades, until a joint effort with the Snow Ravens produced the *Vision Quest 2*. This version restored the Gauss rifle—albeit in the standard flavor—and traded the pulse lasers for ER small lasers while also increasing the 'Mech's heat tolerance and adding in a then-relatively-new targeting computer.

Notable Units

MechWarrior Toren: Personally offended by the Burrocks fielding a Star of *Vision Quests* during a Trial of Possession on Gatekeeper, this Nova Cat warrior issued a battlefield challenge to Star Captain Frankije Korstin. With the two piloting identical Clantech *Vision Quests*, the fight was evenly matched until a lucky strike from Toren's lasers set off the Burrock's ammunition and gutted his 'Mech. This individual victory proved pivotal in the overall Trial, and Toren was sponsored for the next open Attwater Bloodname. Unfortunately, his success went to his head, and Toren lost his life attempting a risky maneuver in the second round of the Trial of Bloodright.

VQ-1NC VISION QUEST

Type: **Vision Quest**

Technology Base: Mixed Inner Sphere

Tonnage: 60

Battle Value: 2,401

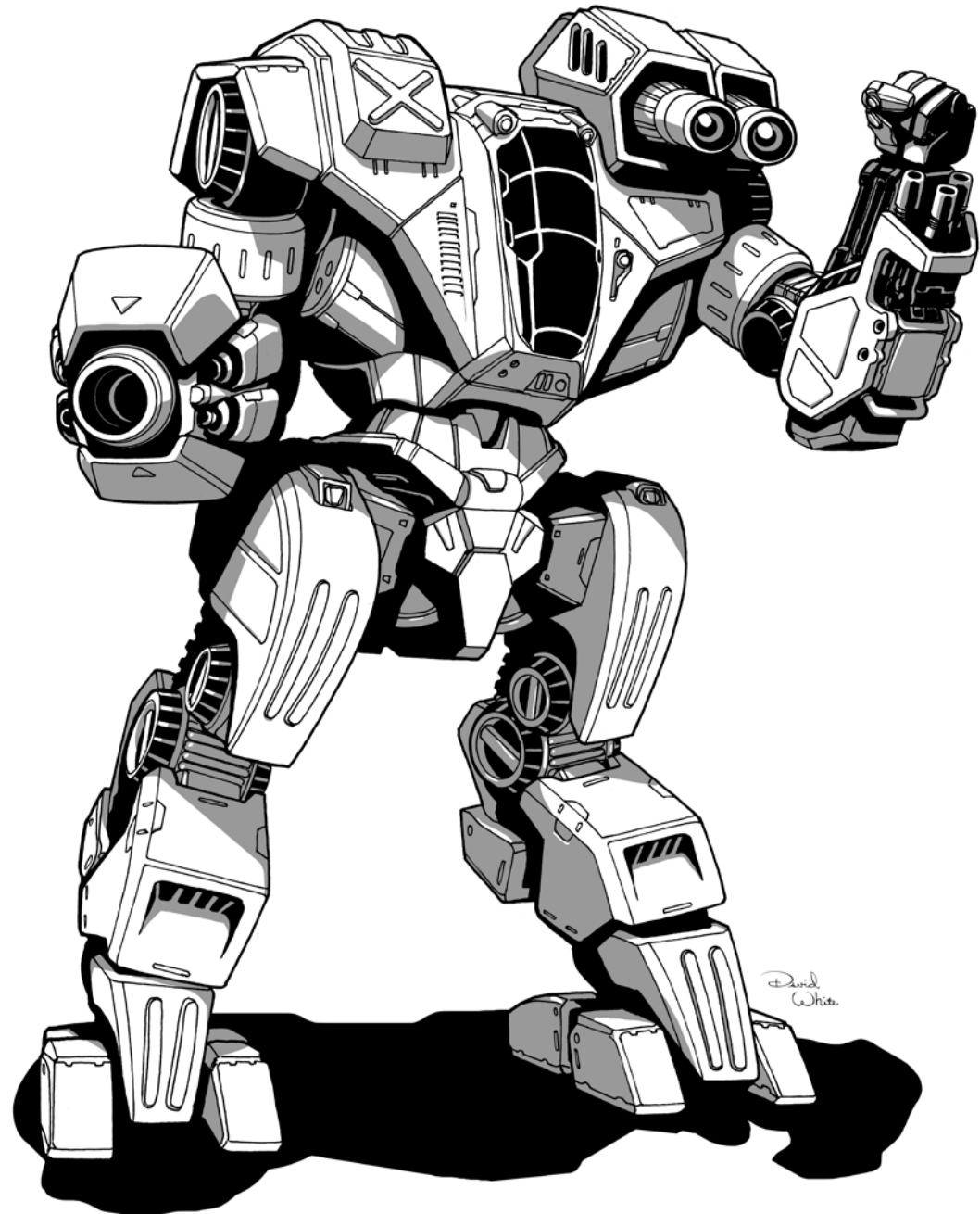
Equipment

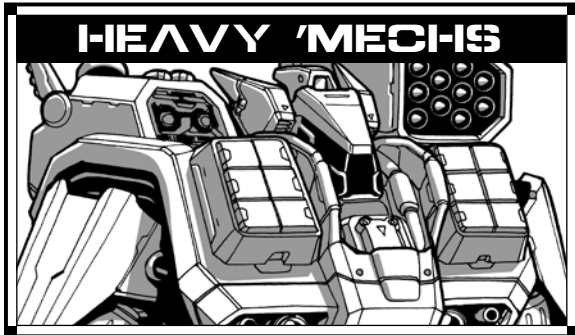
		Mass
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	188	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	28
Center Torso (rear)		9
R/L Torso	14	21
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	14	23

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Improved Gauss Rifle	RA	6	13
Ammo (Gauss) 16	RT	2	2
2 ER Large Lasers (C)	LT	2	8
3 Medium Pulse Lasers	LA	3	6

Notes: Features the following Design Quirks: Extinct





Mass: 70 tons

Chassis: StarCorp 100+

Power Plant: Fusion 210

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Arcadia Compound Delta VII Ferro-Fibrous

Armament:

2 Omega 12-coil Gauss Rifles

2 Mk. 22 Type III SRM 6 Launchers

1 Mk. 46 Type II LRM 10 Launcher

2 Chi Series Small Pulse Lasers

2 Type VII Miniguns

Manufacturer: Arcadia BattleMech Plant CM-T02,
Bergan Industries C-Division

Primary Factory: Arcadia, Alshain

Communications System: Arcadian
Communications Pauley-Bronson Z

Targeting and Tracking System: Eden
Microelectronics Wasat Aggressor Type B with
Active Probe

The *Minsk* was built to support members of early Clan Command and Support Stars. The fierce fighting on Arcadia during Operation Klondike showed how vulnerable such units could become as ranges closed during battle, and a new solution was developed to help protect Ghost Bear commanders in the field. With heavy armor and a varied array of weaponry that could provide responsive fire at any range, the *Minsk* was seen as an ideal combatant in the new era.

Capabilities

The *Minsk* was well-regarded as a support BattleMech by most warriors, often being favorably compared to other such versatile designs as the *Grizzly* and *Bruin*. While its slow speed and lack of jump jets limited its movement profile, the *Minsk's* heavy armor kept it in the fight long after many of its contemporaries. The *Minsk's* weapons loadout can strike enemies both at extreme ranges and as the engagement distance shortens.

Deployment

The *Minsk* first came to prominence in 2835, when one such 'Mech took part in a Trial of Grievance over a perceived slight by Star Captain Jonas of the Khan's Bodyguard Star and Star Captain Halton of the Jade Falcon Turkina Keshik on Strana Mechty. Many of the Khans, taking a small break from Council matters, watched the battle between the two combatants. Scorned by some until that point, the *Minsk* shocked the assembled Circle of Equals by quickly disabling the Falcon's *Atlas II*, earning respect and acclaim from the assembled Khans.

Unfortunately, outside of individual trials, the *Minsk* was a victim of its own nature. As the Clans continued to develop, the role of protector quickly became an ill-regarded assignment by Clan warriors increasingly competing for individual glory in battle. Later, as more advanced combat units were designed, focus on the creation of new OmniMechs took precedent over the development of venerable second-line BattleMechs. While most second-line 'Mechs such as the *Grizzly* would see continued use, the pragmatic Ghost Bears simply retired the *Minsk*.

Over a century later, commanders in Taiga Galaxy sought a support unit for their Assault Stars and began testing an upgraded version of the ancient *Minsk*, a handful of which were built from refurbished KungsArmé *Warhammers*. Dubbed the *Minsk 2*, it was first deployed against the Jade Falcons in 3149 when a Falcon headhunter Star made an attempt on the Bear saKhan on Alshain. Ghost Bear Star Captain Kelton and his recently-built *Minsk 2* used the 'Mech's mortars and powerful PPCs to lay down a withering barrage of fire that singlehandedly destroyed three enemy units and staved off the remaining Falcons

long enough for reinforcements to arrive. Following the headhunter attack on Alshain, the Bears began factory production of the *Minsk 2*, with new units already making their way into Taiga, Tundra, and Theta Galaxies.

Variants

The *Minsk 2* is a combat engineering specialist well suited to assaults in urban environments and against stationary targets. Dual ER PPCs supported by a range of Streak SRM and pulse lasers replaced most of the original weapons, reducing ammunition dependency and increasing accuracy. The addition of twin PPC capacitors and a Mech Mortar allow the *Minsk 2* to quickly level most fortifications, but at a cost. The tremendous heat generated by the capacitors necessitated the installation of coolant pods to help keep the machine's heat load manageable during sustained combat. Lastly, a complete upgrade of the 'Mech's electronics package and new B-Pods help protect the *Minsk 2* on battlefields increasingly saturated with effective battle armor.

Notable Units

Star Captain Tyras: Despondent after a battle against Clan Hell's Horses in 3150 left him Dispossessed for a month, Star Captain Tyras found a new lease on life at the helm of his new *Minsk 2*, named *Vanguard*. The Star Captain has realized that it is his mission to prevent his fellow Clansmen from suffering the same fate, and his effectiveness has been such that he has been placed in command of Theta Galaxy's first Assault Star. There, Tyras has become well known for drawing the thickest fire towards himself and away from his Star.

MNK-101 MINSK

Type: **Minsk**

Technology Base: Mixed Clan

Tonnage: 70

Battle Value: 2,021

Equipment

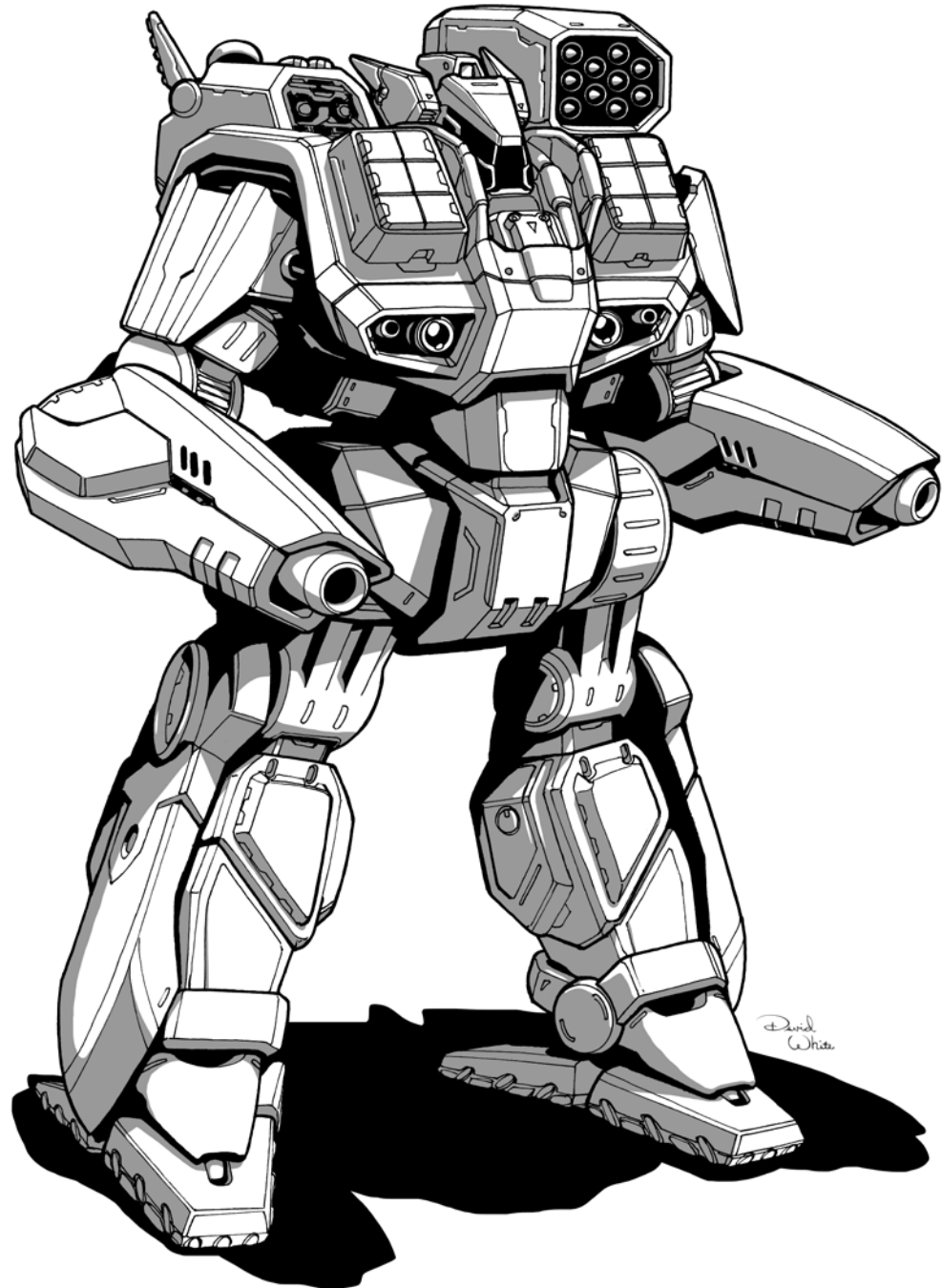
	Endo Steel	Mass
Internal Structure:	210	3.5
Engine:	210	9
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	211	11

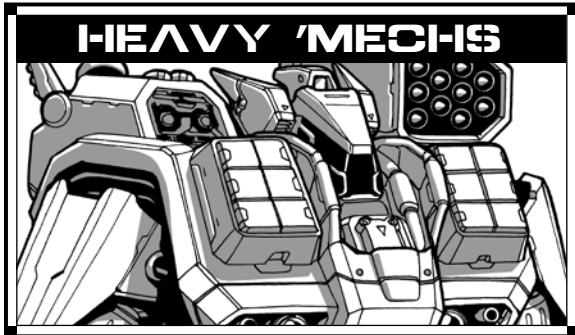
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	28

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 8	RA	1	1
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
Small Pulse Laser	RT	1	1
Machine Gun	RT	1	.25
Ammo (MG) 200	RT	1	1
Beagle Active Probe (IS)	RT	2	1.5
Ammo (Gauss) 8	CT	1	1
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
Small Pulse Laser	LT	1	1
Machine Gun	RT	1	.25
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LA	1	1

Notes: Features the following Design Quirks: Extinct





Mass: 75 tons

Chassis: Viper NK12 Endo Steel

Power Plant: 300 Fusion XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Coyote Leapers

Jump Capacity: 120 meters

Armor: Series Ab

Armament:

2 Kolibri Delta Series Large Pulse Lasers

1 Type KOV LB-X 10 Autocannon

2 Pattern 2J Streak SRM-2 Launchers

1 Shield-1 Anti-Missile System

1 Series 1 Extended-Range Small Laser

Manufacturer: Coyote Industrial

Primary Factory: Babylon

Communications System: CI-Com 1

Targeting and Tracking System: TRTTS Mark I

The *Masauwu* traces its history back to one of the many SLDF prototype designs used by the early Clans to build their *toumans* in the years after Klondike. Named after the Hopi Spirit of Death, the prototype chassis used by Clan Coyote would ironically find purchase in the Inner Sphere two centuries later as the popular *War Dog*.

Capabilities

Using the SLDF plans as a springboard, Coyote scientists hoped to build a 'Mech capable of bringing some parity between their Clan and their faster-growing brethren, such as the Wolves and Smoke Jaguars, in the wake of Nicholas Kerensky's

death. Combining the best technology available, the *Masauwu* was armed to fight in the emerging Clan tendency for short combat trials and the tradition of *zellbrigen*. Outfitted with a mix of medium and close-in weapons, the combination of large pulse lasers, Streak SRMs, and LB-X autocannon can deliver crippling damage. The 'Mech's heavy armor and anti-missile system increased the *Masauwu*'s survivability on a battlefield saturated in advanced LRM and SRM launchers, while jump jets helped offset the 'Mech's slow ground speed.

Deployment

Designed before and built during the early years of the Golden Century, the Coyotes soon lost interest in producing BattleMechs like the *Masauwu*, but during its heyday the 'Mech was a potent weapon.

In 2834, a force from Clan Mongoose launched an attack against a Coyote enclave on Tamaron. The enclave included the agricultural output of one of the planet's only large farming communities; its loss would devastate Clan Coyote's continued colonization of the world, forcing a strong Coyote defense. The resulting trial was a brutal example of good planning and the *Masauwu*'s prowess in combat.

Winning the right to select the site of the trial, Coyote Star Captain James Nash opted for a location near the planet's hot equator to meet the Mongooses. Nash hoped the rough ground and shallow ravines of the Cahalle Desert would slow the faster Mongoose machines. He also arrayed his Star of 'Mechs, which included his *Masauwu* and one other, in a tight formation intended to prevent the Mongoose warriors from splitting his Star apart. Nash also ordered that any Coyote anti-missile systems be put on manual to husband their limited ammunition. Instead, the Coyotes would trust in their armor to protect them.

Under the hot noon sun, Nash's warriors met the ten Mongoose BattleMechs in open combat. As Nash expected, the Mongoose warriors tried to use their lighter, faster 'Mechs to circle behind and strike the rear of their Coyote counterparts; however, the ground and Nash's tight grouping made the tactic difficult. Moving in and out of striking range, the Mongooses

scored some early hits against the Coyotes, including the loss of a *Lancelot* to containment failure. But the terrain and heat began to frustrate the Mongoose warriors, who, even at that point in their Clan's history, were already accustomed to quick fights. Worse for the Mongooses, any stray weapon hit could turn the trial into a melee, which is exactly what happened and what Nash was counting on.

A Mongoose *Thorn* missed its intended target and struck Nash's *Masauwu* with its large laser as the Mongoose 'Mechs made yet another pass, and the four remaining Coyote warriors sprang into action. Having patiently managed their ammunition and heat, Nash's warriors lashed out with everything at their disposal. Within minutes the Mongooses were down four 'Mechs, despite Nash losing another warrior to a Mongoose *Hellhound*.

Fighting with their backs to each other, the Coyotes continued to exchange fire, with the *Masauwu*'s anti-missile systems now providing an umbrella of protection that the Mongooses found impossible to penetrate. After another hour of intense fighting the surviving Mongooses fell back to their DropShip, leaving the two surviving Coyote warriors in possession of the field.

Notable Units

Star Captain James Nash: A talented and thoughtful warrior, Nash was enamored with his Clan's new capital of Tamaron and spent much of his free time exploring the rugged areas of his new home and advocating for its protection from development. During the Cahalle Trial, Nash's command skills were responsible for the Coyote victory, but his talent in the cockpit of his *Masauwu* certainly helped. He destroyed or disabled three 'Mechs, including a new *Shadow Hawk IIC* and a *Royal Valkyrie*. Unfortunately, the talented warrior would not survive the Trial. Reduced to just pulse lasers, a lucky strike from a Mongoose ER PPC struck his cockpit, killing him instantly. However, his victory was recorded in the Coyote *Remembrance*, and his genes are often used in Coyote Iron Wombs.

Type: **Masauwu**

Technology Base: Clan

Tonnage: 75

Battle Value: 2,299

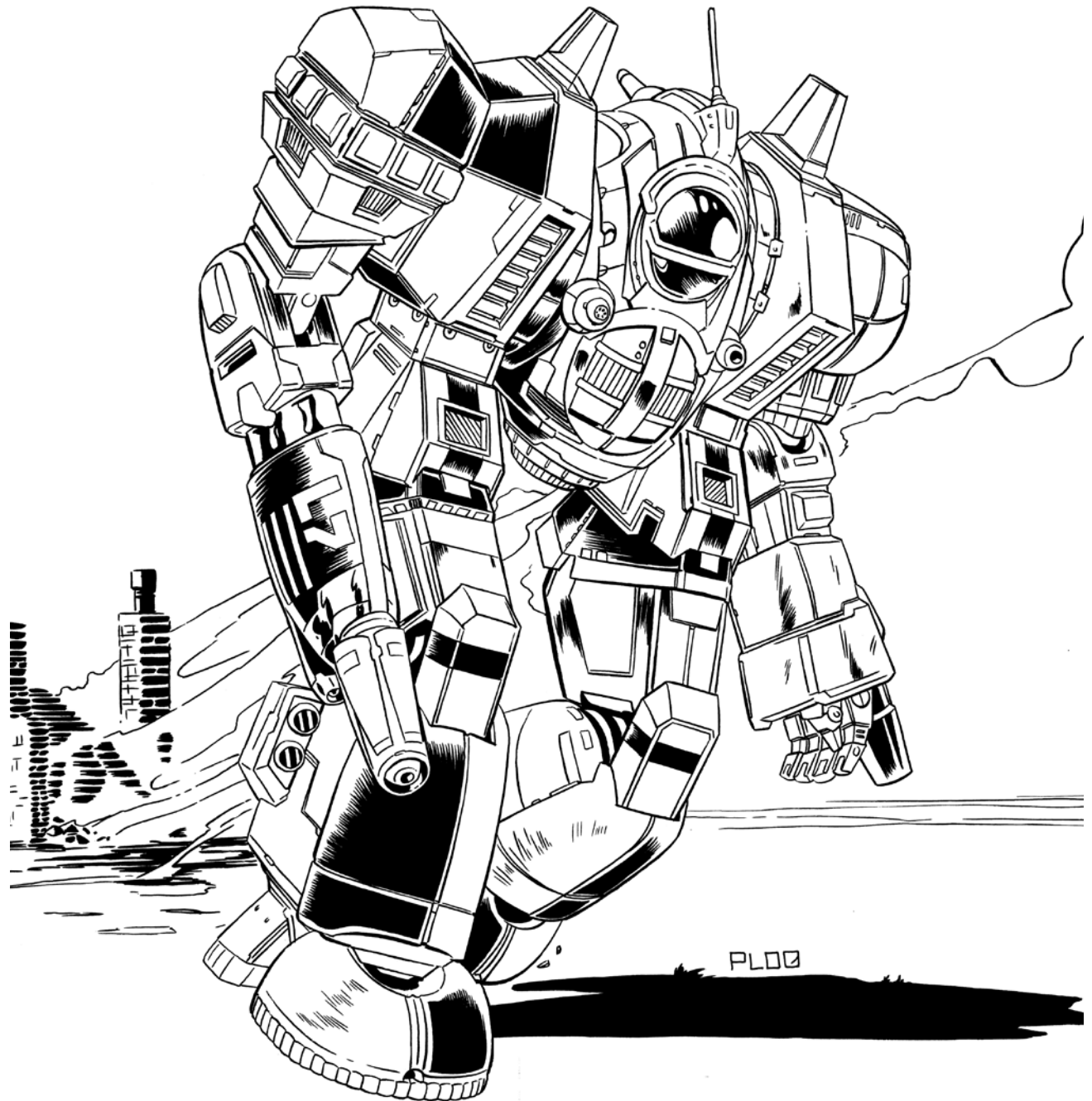
Equipment

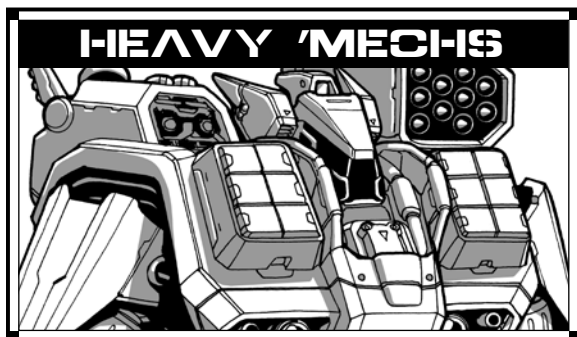
		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		9
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	5	10
Anti-Missile System	RT	1	1
Anti-Missile System			
Ammo 24	RT	1	1
Ammo (LB-X) 30	RT	3	3
Streak SRM 2	RT	1	1
Jump Jet	RT	1	1
ECM Suite	CT	1	1
ER Small Laser	LT	1	0.5
Streak SRM 2	LT	1	1
Ammo (Streak) 50	LT	1	1
Jump Jet	LT	1	1
2 Large Pulse Lasers	LA	4	10
Jump Jet	RL	1	1
Jump Jet	LL	1	1

Notes: Features the following Design Quirks: Easy to Maintain and Rugged





Mass: 75 tons
Chassis: WOD-1
Power Plant: Wolf 300
Cruising Speed: 43 kph
Maximum Speed: 64 kph, 86 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
Armament:
 27.5 tons of pod space available
Manufacturer: Wolf Clan Site #2, Earthwerks Inc.
Primary Factory: Strana Mechty, Keystone
Communications System: WolfCom 3-4
Targeting and Tracking System: CW3

A mainstay of Clan Wolf for years, the *Woodsmen* had a hard-won reputation for durability and lethality before its eventual replacement by the *Timber Wolf*. In desperate need of equipment, the design was revived by Alaric Wolf to flesh out the forces of his growing Wolf Empire. Returning to duty in 3149, the *Woodsmen* once again earned the grudging respect of Clan and Inner Sphere foes alike.

Capabilities

Eschewing a vulnerable XL engine and clad in thirteen-and-a-half tons of armor, the *Woodsmen* was named after the literary character who slowly lost his entire body yet continued to live. A fixed MASC system gives the MechWarrior the ability to sprint to cover or flank an unwary opponent, and more than twenty-seven tons of pod space allows tactical flexibility in deployment configurations.

Deployment

From the moment it entered the Clan Wolf Touman, the *Woodsmen* earned a reputation as an extremely

dangerous BattleMech. During the Golden Century, Clan Wolf suffered numerous raids and trials for resources. Wolf MechWarriors grew to rely on the capable BattleMech to defend their holdings, and it was often the durable *Woodsmen* that carried the day.

The *Woodsmen's* most famous trials for resources came in 2912, when Clan Smoke Jaguar began exterminating their own lower castes due to a crop shortage. Several Clans, desperate for workers, conducted trials to gain new citizens before the Smoke Jaguars eliminated them. Instead of seeing the trials as an alternate solution to their food shortage, the Jaguars saw them as affronts and interference in their right to run their Clan as they saw fit. The Jaguars viciously fought raiding Clans, and the Wolves, after several victories, became overconfident. The last trial between the two Clans was their largest of the campaign, with the Wolves landing enough DropShips on Londerholm to carry away the populace of an entire town. The furious and embarrassed Smoke Jaguars responded in force, and the battle raged for nearly an entire day as the civilian population loaded onto Wolf DropShips.

One Star elected to stay behind and hold the Jaguars long enough to allow the Wolves to escape. Comprised of four *Woodsmen*s and a *Guillotine IIC*, the Star fought and held against almost four times their number. In their rage, the Jaguars refused to take *isorla* or bondsmen, scrapping the *Guillotine IIC* for parts and smelting the *Woodsmen* 'Mechs. The five warriors earned a verse in the Wolf Clan *Remembrance*, and their DNA was integrated into the Clan's breeding program.

When the *Woodsmen* fell out of service with the Wolves, they traded many of the BattleMechs to Clan Snow Raven, who used them up until the Operation Revival trials. With the *Woodsmen* back in production, the Raven Alliance has made quiet inquiries into reacquiring some for their current *touman* as well.

Variants

Both classic variants of the *Woodsmen* are well-represented among Alaric Wolf's forces, but three newer configurations have become popular as well. The *Woodsmen B* is an attempt to reduce the heat envelope of the older A variant while still maintaining damage and flexibility. The *Woodsmen C* is a dangerous cleaver, using twin improved heavy large lasers to slag tons of armor off enemies in a moment. An LB 10-X autocannon contributes additional damage and serves as an efficient anti-vehicle defense. The D variant is somewhat rare, generally only seen when urban or other heavy anti-infantry operations are anticipated.

Notable Units

MechWarrior Gwen: Gwen was among the *Woodsmen* pilots who stayed on Londerholm to defend the civilians and Wolf forces as they made their escape. She was the last of the five to perish, maneuvering her BattleMech in the tight urban warrens and ambushing Smoke Jaguar 'Mechs repeatedly. After her 'Mech lost its entire right side, she leaned her one-legged 'Mech against a building in a dead-end alley and continued to fire at all who entered. She survived long enough to see the Clan Wolf DropShips depart the world before vengeful Jaguar forces burned her alive in the cockpit.

Type: **Woodsmen**
 Technology Base: Clan
 Tonnage: 75
 Battle Value: 2,623

Equipment	Mass	
Internal Structure:	Endo Steel	4
Engine:	300	19
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		7
R/L Arm	12	22
R/L Leg	16	30

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	None	12
Left Torso	3 MASC	9
Right Arm	1 Endo Steel	7
Left Arm	1 Endo Steel	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Rugged, Extended Torso Twist

Weapons and Ammo

Primary Weapons Configuration

	Location	Critical	Tonnage
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
LRM 15	RT	2	3.5
Ammo (LRM) 24	RT	3	
ER Small Laser	RT	1	.5
Ammo (MG) 100	RT	1	.5
2 Double Heat Sinks	RT	4	2
2 Machine Guns	CT	2	.5
LRM 15	LT	2	3.5
ER Medium Laser	LT	1	1
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1

Alternate Configuration A

ER PPC	RA	2	6
Large Pulse Laser	RT	2	6
3 Double Heat Sinks	RT	6	3
Medium Pulse Laser	CT	1	2
ER Small Laser	CT	1	.5
Medium Pulse Laser	LT	1	2
2 Double Heat Sinks	LT	4	2
ER PPC	LA	2	6

Battle Value: 2,741

Alternate Configuration B

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
SRM 4	RT	1	1
Artemis IV FCS	RT	1	1
Ammo (SRM) 25	RT	1	1
Small Pulse Laser	CT	1	1
LRM 10	LT	1	2.5
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1

Battle Value: 2,414

Alternate Configuration C

LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RA	2	2
3 Double Heat Sinks	RT	6	3
Watchdog CEWS	CT	2	1.5
3 Double Heat Sinks	LT	6	3
2 Improved Heavy Large Lasers	LA	6	8

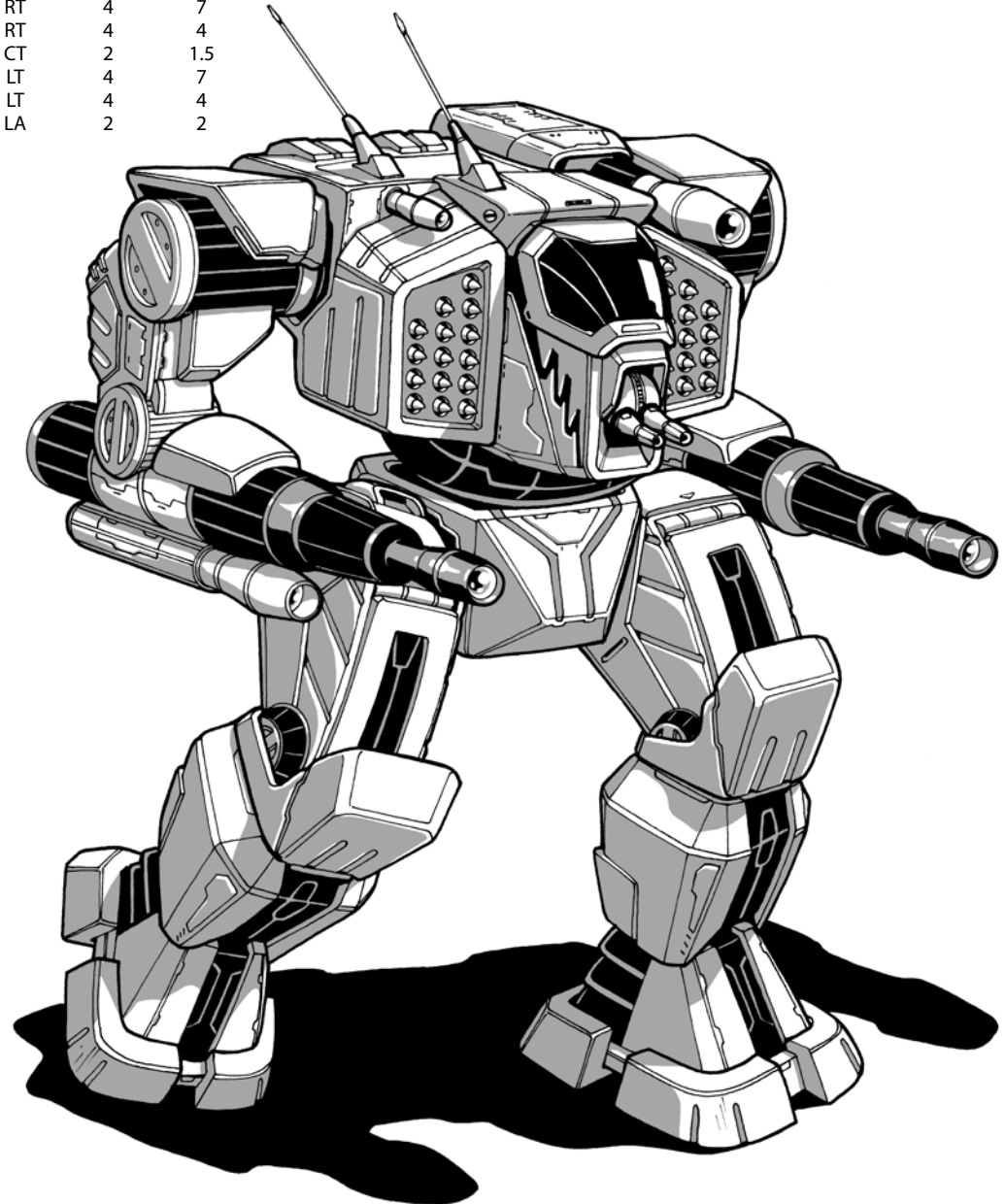
Battle Value: 2,230

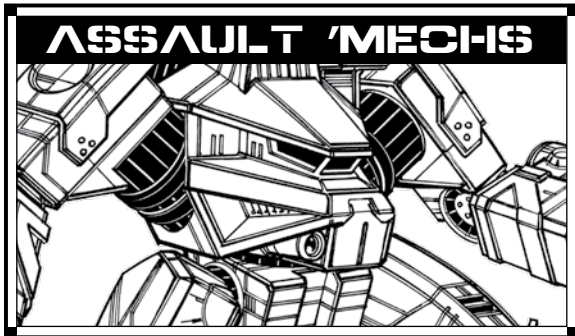
Weapons and Ammo

Alternate Configuration D—Advanced

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
2 Mech Mortar/4	RT	4	7
Ammo (Mortar) 24	RT	4	4
Watchdog CEWS	CT	2	1.5
2 Mech Mortar/4	LT	4	7
Ammo (Mortar) 24	LT	4	4
2 ER Medium Lasers	LA	2	2

Battle Value: 1,902





Mass: 80 tons

Chassis: Geometric 500 Process 3 Endo Steel

Power Plant: Fusion 400 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

2 Kolibri Delta Series Large Pulse Lasers

4 Kolibri Omega Series Medium Pulse Lasers

2 Pattern J4 Streak 4 SRM Launchers

Manufacturer: Weapons Plant FM-R33707

Primary Factory: Shadow

Communications System: JNE Integrated

Targeting and Tracking System: Mark 7 TTS

Due to their fractious nature, the Fire Mandrill Kindraa did not all gain OmniMechs at the same time. Those that possessed OmniMechs, notably Kindraa Smythe-Jewel, refused to share Omni technology with their fellow Mandrills, resulting in many intra-Clan trials for the technology and a slower spread of it though the Kindraa.

Until OmniMech technology spread throughout the Clan, the bulk of Kindraa forces were comprised of refurbished Star League units. The *Spartan C* was one such 'Mech, and it stayed in service for centuries, moving into garrison units as OmniMechs became more available. The last known sighting of a *Spartan C* occurred in 3067 in the Clan Homeworlds; it is unknown if any are still in service, as none were ever brought to the Inner Sphere.

Capabilities

Designed for medium-range and close-in fighting, the *Spartan C* can close the distance with an enemy more quickly than most 'Mechs its weight and has enough armor to withstand sustained fire against it. Armed with large and medium pulse lasers and Streak SRMs, the 'Mech could deliver crippling strikes quickly. However, firing all weapons at the same time tasks the *Spartan C*'s double heat sinks, making heat management a balancing act that all *Spartan C* MechWarriors learned quickly, or else they died quickly. Over the years, Clan Fire Mandrills tech tweaked the *Spartan*'s onboard targeting computers for better short-range shots.

Deployment

Because no *Spartan C* ever made it to the Inner Sphere, the only reports of its performance in battle date back several centuries.

In 2872, a combined Clan Hell's Horses and Clan Coyote force launched an attack against the Smythe-Jewel enclave on Foster, born from the Clans' belief the Kindraa had used dishonorable bidding tactics against them in previous engagements. To punish the Kindraa, Hell's Horses Khan Eric Amirault announced a Trail of Possession of several key Smythe-Jewel genetic legacies. The resulting brutal battle saw three Clusters of Coyotes and Hell's Horses face off against Smythe-Jewel's two front-line Clusters and one garrison Cluster on the Kerashaw Plains.

Star Captain Tomas Jewel commanded the Eighth Assault Trinary, part of the Kindraa's Second Strike Cluster. Due to a shortage of assault OmniMechs, Jewel piloted a *Spartan C*. As the two sides clashed, Jewel squared off against a Coyote *Lupus B*; after several exchanges of fire, a volley from Jewel decapitated the *Lupus*.

Over the next sixteen hours, Jewel racked up eight more enemy kills, including a Hell's Horses *Stone Rhino*, six armored vehicles, and even an aerospace fighter. Now reduced to half his lasers and out of SRM ammo, Jewel suddenly found himself the senior field commander still alive. Gathering what was left of his Kindraa's forces, he led a fighting withdrawal toward the border Smythe-Jewel shared with Kindraa Payne.

What happened next is not clear. A force from Kindraa Payne's First Strike Cluster intercepted the retreating Smythe-Jewel forces, but it is still unknown on which side of the border that occurred, or if there were any words exchanged between the two Fire Mandrill forces. What is known is that Payne Kindraa had their own reasons for stymieing the retreat and seeing Smythe-Jewel eliminated.

The presence of blocking units forced Jewel to turn his survivors back into the pursuing Hell's Horses and Coyote Clusters. Jewel made his last stand on a small hill outside of the town of Boras, and with the annihilation of its military, Kindraa Smythe-Jewel ceased to exist.

Notable Units

Star Captain Tomas Jewel: Jewel survived the last stand and was released by the Hell's Horses, who refused to take any Smythe-Jewel warrior as a bondsman. Surprisingly, he and his genetic legacy were claimed by Kindraa Payne. He managed to rise to the rank of Star Commander, unusual in a Kindraa dominated by a single bloodline. After testing out of Kindraa's *touman*, he served the last years of his life as a trainer, schooling Payne *sibkos*.

Type: **Spartan C**

Technology Base: Clan

Tonnage: 80

Battle Value: 2,514

Equipment

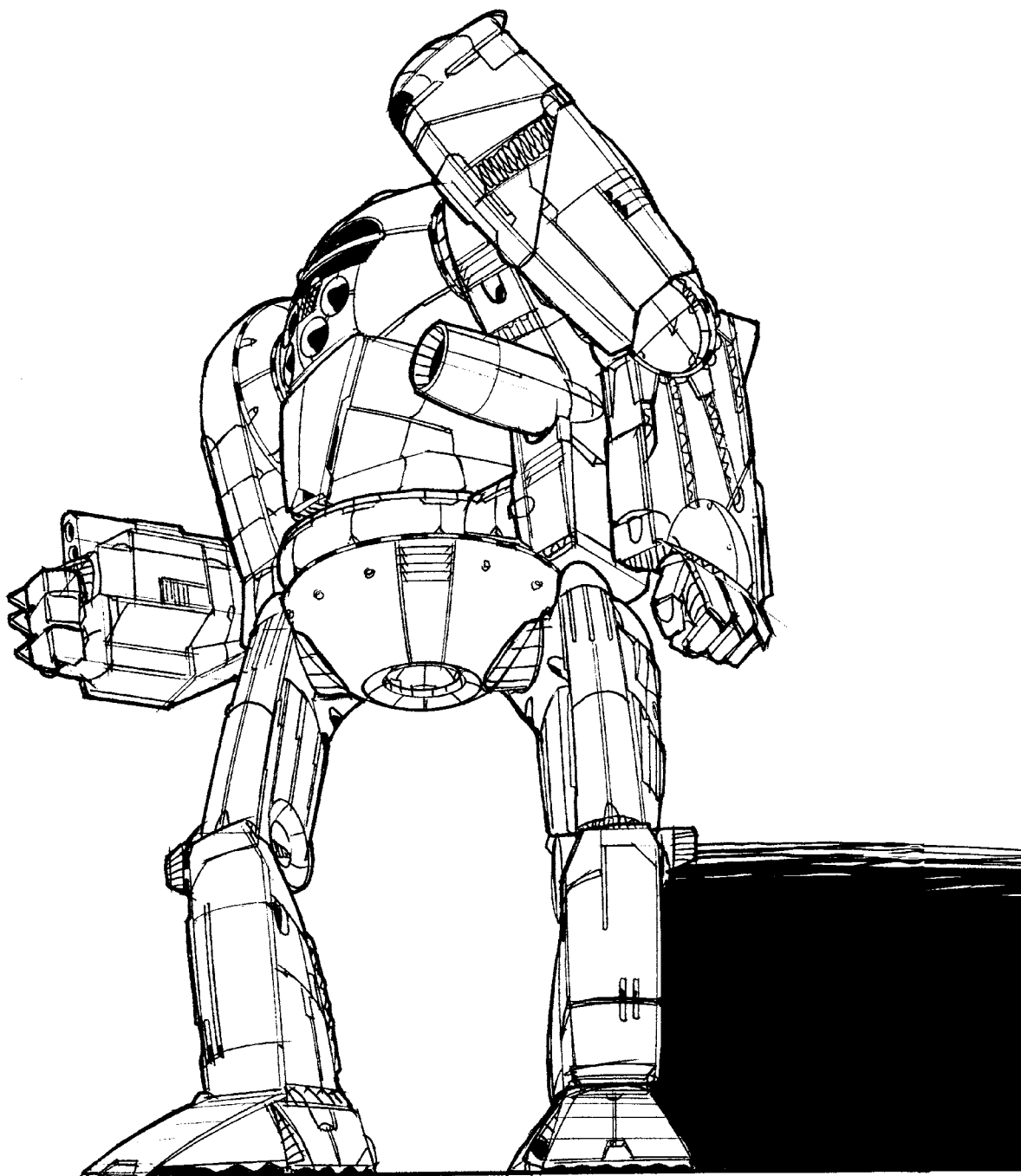
		Mass
Internal Structure:	Endo Steel	4
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	240	12.5

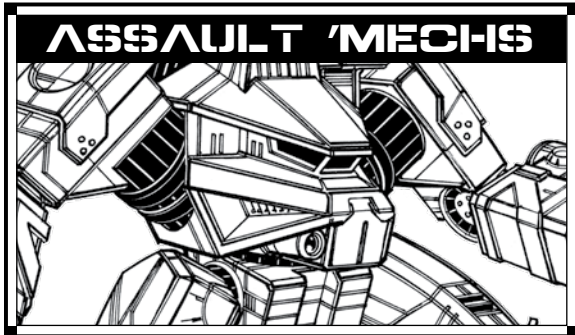
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	37
Center Torso (rear)		12
R/L Torso	17	25
R/L Torso (rear)		8
R/L Arm	13	25
R/L Leg	17	33

Weapons

Weapons and Ammo	Location	Critical	Tonnage
2 Medium Pulse Lasers	RA	2	4
Large Pulse Laser	RT	2	6
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Large Pulse Laser	LT	2	6
Streak SRM 4	LT	1	2
Ammo (Streak) 25	LT	1	1
2 Medium Pulse Lasers	LA	2	4

Notes: Features the following Design Quirks: Improved Targeting, Short Range





Mass: 90 tons

Chassis: SL SR-A Endo

Power Plant: Star League Standard 360

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging Z5 Ferro-Fibrous with CASE

Armament:

2 Type IV-B Improved Large Lasers

1 Shredder-II Enhanced PPC

1 Type III "Great Bow" LRM 10

Manufacturer: Industrial Complex Raven Alpha

Primary Factory: Lum

Communications System: Model 74/129.0 TCS

Targeting and Tracking System: S438 Mk. I Mod.
3 TTS

Plucked out of the ashes of the Annihilation of Clan Wolverine by Clan Snow Raven for its own use, the *Pulverizer* is a simple BattleMech that lives up to its name.

Capabilities

Produced by the Wolverines as a command 'Mech, the *Pulverizer*, like several other early Clan 'Mechs, closely apes the SLDF ethos of simplicity married to extreme toughness. The Snow Ravens saw no reason to change what worked and pressed the design into service in 2824. Right away, the brutally effective combination of twin improved lasers and a next-generation Enhanced PPC lent the *Pulverizer* to slugging matches, making the midsize LRM rack

almost an afterthought. In early Trials, a thick hide of armor kept the *Pulverizer* going long after other 'Mechs fell.

Deployment

According to various stanzas of the *Remembrance*, continued use of the *Pulverizer* following the Wolverine's Annihilation was quite controversial, and the Snow Ravens faced numerous Grand Council censures for its use. The most complete account of a *Pulverizer* action comes from early in its service on Brim in 2835, when Star Captain Alistair of the Ravens' Beta Galaxy challenged the Ghost Bear garrison for possession of an *Eagle* factory.

Evenly matched at a Binary apiece, the Ghost Bears had the upper hand until Bear warrior Melissa Harlow deliberately targeted the cockpit of a Raven *Sentinel* with her *Shogun's* PPC, killing the pilot. Throwing *zellbrigen* to the wind, Alistair charged into close quarters and used his *Pulverizer's* heavy fists in a concentrated assault on the Bear 'Mech. Alistair nearly tore the *Shogun* to pieces, delivering the killing blow by crushing the Ghost Bear 'Mech's head with its own right arm. The ensuing melee left the Ravens victorious, but the Ghost Bears took the actions of Star Captain Alistair to the Grand Council, insisting that the use of *dezgra* BattleMechs could only lead to *dezgra* 'MechWarriors such as he. The Council ruled against the Bears, but the stain on the *Pulverizer* never left their eyes.

Out of production for centuries, several *Pulverizers* have recently been reported in the hands of Raven Alliance forces operating on the Davion front. These 'Mechs are a source of fear to the Davion Militia units, as the appearance of a *Pulverizer* almost always signifies a major attack.

Unconfirmed reports from media sources, as well as intelligence agents embedded in the newly-reunited Free Worlds League, claim that a single *Pulverizer* painted iridescent green has been sighted attacking worlds in the Near Periphery possessing a heavy Interstellar Expedition presence. These reports are dubious at best.

Variants

The *Pulverizer* served for several decades in the Snow Raven Touman with only minor updates, including an upgrade to modern Clan technology. The lingering stain of the 'Mech's Wolverine origins, along with the rapid proliferation of OmniMechs, served as the death knell to the *Pulverizer*. Loathe to totally abandon a reliable 'Mech, Clan Snow Raven scientists used the *Pulverizer* as the basis for the *Kingfisher*, ensuring the 'Mech's legacy.

Notable Units

Star Captain Alistair Reinhold: Commanding officer of the 229th Assault Binary in Clan Snow Raven's Beta Galaxy, Star Captain Alistair was a frequent target of Ghost Bear ire during his service. After earning his Bloodname, Reinhold became the focus of no less than ten separate Ghost Bear trials to Reave his Bloodline. Ironically, Alistair Reinhold was killed by Clan Burrock during a Trial of Reaving for an entirely different Bloodname.

Star Captain Natia Sender: A *ristar* in the Snow Raven Touman, Star Captain Sender is one of the few officers in the Clan entrusted with a *Pulverizer*. Her tactics are less concerned with personal honor than that of the Clan as a whole: a victory for the Clan is enough, she claims. Though her 'Mech is not as adaptive as Omnis of her Starmates, Star Captain Sender's temperament is well-suited to the brutal fighting against Davion Militia forces in the Periphery March.

PUL-3R PULVERIZER

Type: **Pulverizer**

Technology Base: Mixed Inner Sphere

Tonnage: 90

Battle Value: 2,068

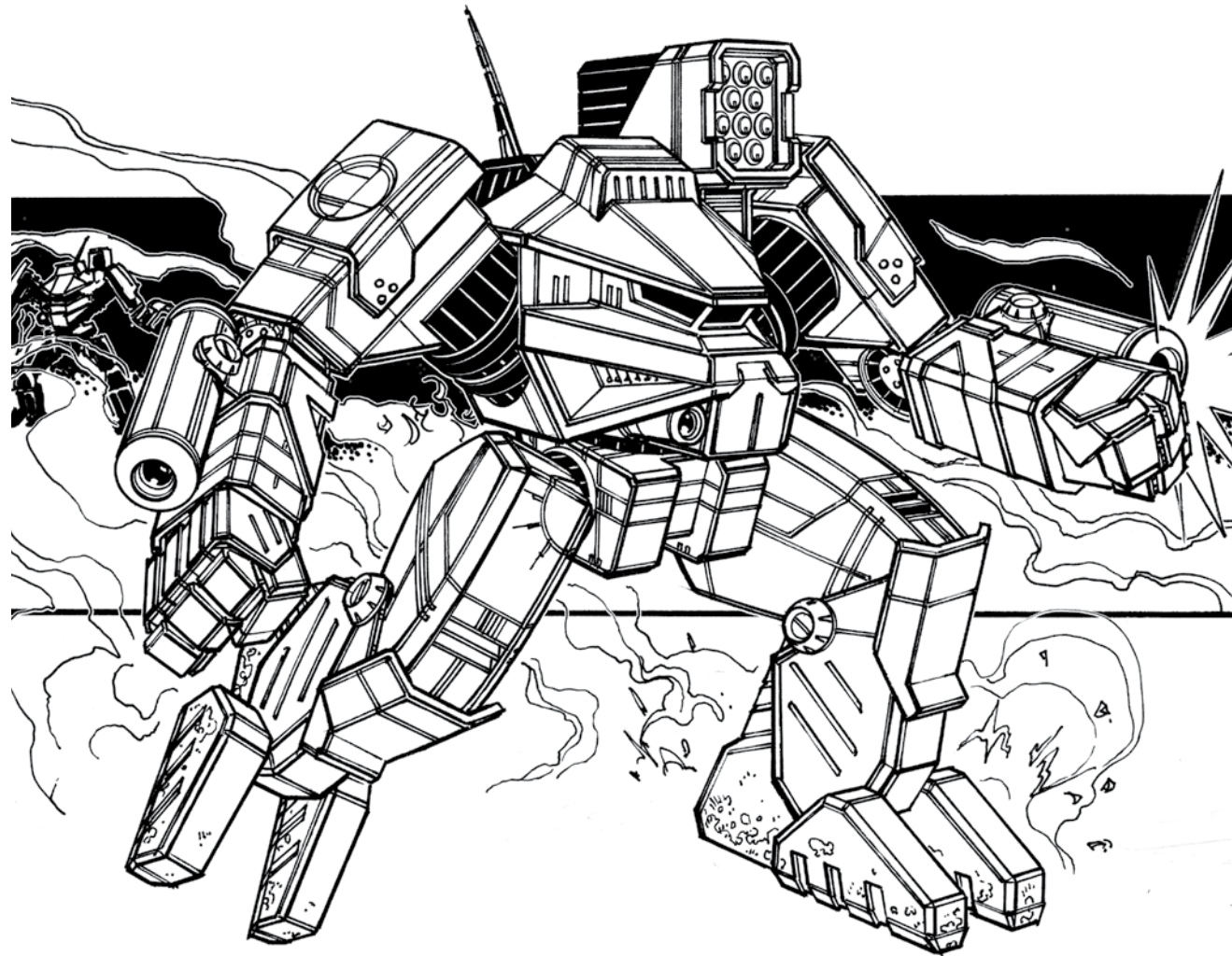
Equipment

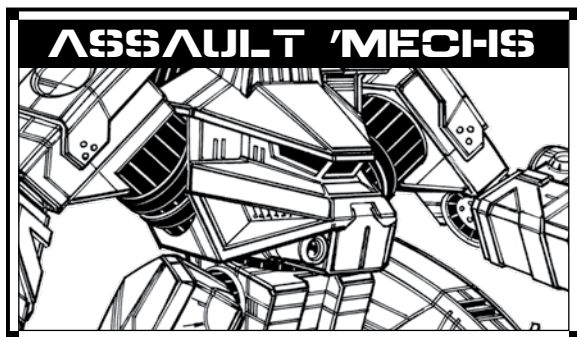
		Mass
Internal Structure:	Endo Steel	4.5
Engine:	360	33
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor (Ferro, C):	278	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	45
Center Torso (rear)		12
R/L Torso	19	30
R/L Torso (rear)		8
R/L Arm	15	30
R/L Leg	19	38

Weapons

and Ammo	Location	Critical	Tonnage
Improved Large Laser	RA	1	4
Enhanced PPC	RT	3	7
Guardian ECM Suite	CT	2	1.5
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
CASE	LT	1	.5
Improved Large Laser	LA	1	4

Notes: Features the following Design Quirks: Accurate Weapon (Enhanced PPC), Battlefists, Easy To Maintain, Protected Actuators; Bad Reputation (Clan)





Mass: 100 tons

Chassis: Viper NK12 Endo Steel

Power Plant: New Kent Type 50 Fusion XL 400

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound V6

Armament:

2 Type XX "Great Bow" LRM-20 Launchers

1 Devastator Ultra 20 Autocannon

2 Pattern J6 Streak SRM-6 Launchers

Manufacturer: Novy Minsky Armaments Plant

Primary Factory: New Kent

Communications System: Mercer 971

Targeting and Tracking System: GEG Pattern
491/6

Upon her rise to the Khanship, Sanra Mercer sought to isolate the Steel Vipers from the corrupting influence of the other Clans. Anticipating that the Grand Council would fear the Steel Vipers were following a similar path to the Annihilated Wolverines, Mercer ordered production of a new 'Mech specialized for combat on New Kent, the Vipers' home.

Capabilities

New Kent is a hot world, especially in the planet's numerous valleys, where the low elevation raises temperatures in excess of the planet's equatorial average, making New Kent one of the hottest worlds in the Kerensky Cluster. Knowing Khan Mercer's

policies would invite challenges from other Clans, the Steel Vipers sought to take advantage of the defender's choice of battlefield. The Steel Vipers frequently selected to fight in the hottest parts of New Kent whenever another Clan challenged them. While the *Storm Giant* can overtax its heat sinks when firing every weapon, it often has cooling capacity to spare. Featured heavily in these battles, the *Giant's* cooling capacity and better-than-usual speed for an assault 'Mech played a role in the Vipers' frequent victories.

Deployment

In one battle, a pair of *Storm Giants* comprised part of a Star defending against a Ghost Bear Trial of Possession for the new OmniMech technology. The clash was unusual, as the Ghost Bears and Vipers did not often face each other in trials and the Ghost Bears were totally unprepared for the hot combat zone. While the Steel Vipers also included a *Crossbow* and a pair of *Battle Cobras* among the defenders, the *Storm Giants* were the stars of trial. The *Giants'* heavier armor shrugged off repeated Gauss slugs from Ghost Bear *Minskis* while the Vipers closed range. Fire from their Ultra-class autocannons quickly flayed the armor from the Ghost Bear 'Mechs.

Even the Ghost Bear commander's *Annihilator C* was no match for the *Storm Giant*. Already a slower 'Mech, the *Annihilator C* was further limited by the high temperatures and the furious pace of the battle. The lead *Storm Giant* was faster, running cooler, and was able to out-manuever the Ghost Bear 'Mech. A fusillade from all four missile racks into the assault 'Mech's rear shredded the thin armor and finished off the last of the Ghost Bear attackers.

Storm Giants were featured in every heavy and assault formation within the Steel Viper Touman. In defensive assault stars, the *Storm Giant* was often used as a flanker and harasser, chasing down the slowest enemy 'Mechs. In lighter stars it filled the role of bully, the hardest aggressor to take down and able to dish out firepower at any range. Only the fastest of enemy forces could regularly avoid taking damage from a *Storm Giant*, but on the rare occasion a *Giant* hit them, the lighter units went down quickly.

Over the years, the *Storm Giant* performed admirably—as well as could be expected for a non-OmniMech. After the initial successes and proliferation of Omni technology, other Clans were better able to adapt to the Steel Vipers' tactics of fighting in hotter environments, and the popularity of the *Storm Giant* began to fade. The variant soldiered for longer, as it was better configured to the changes in Clan combat and to fighting in most any environment, but few 'Mechs last forever. The aftermath of the Clan Invasion saw the *Storm Giant* reborn as the *Scylla*, trading the original's short-range autocannon for a longer-ranged one and more maneuverability.

Variants

Designed for combat off-world and in the few cooler areas of New Kent, the *Storm Giant 2* trades short-range missiles for extended-range lasers. While the long-range weapons are more demanding on the *Giant 2's* cooling capacity, they make the 'Mech more potent at long ranges. This variant retains the autocannon for anyone that dares close to short range. Ultimately more popular with Steel Viper warriors, the *Storm Giant 2* became the dominant variant of the design before its reconstruction into the *Scylla*.

Notable Units

Star Captain Cooper Running-Elk: A shy warrior, Cooper didn't show the bravado and temperament normally found in a warrior of his position, but he exceeded expectations in every trial he faced. A pair of kills in his Trial of Position put him on the fast track for command. Fighting the final round of his Trial of Bloodright in a *Storm Giant*, Cooper bested a warrior in a *Stone Rhino*. Pairing his 'Mech's superior speed and his own ingenious use of cover to close inside the minimum ranges of his opponent's Gauss rifles, Cooper used a pair of autocannon shots to destroy the *Stone Rhino's* leg, crippling the 'Mech.

STORM GIANT

Type: **Storm Giant**
 Technology Base: Clan
 Tonnage: 100
 Battle Value: 2,676

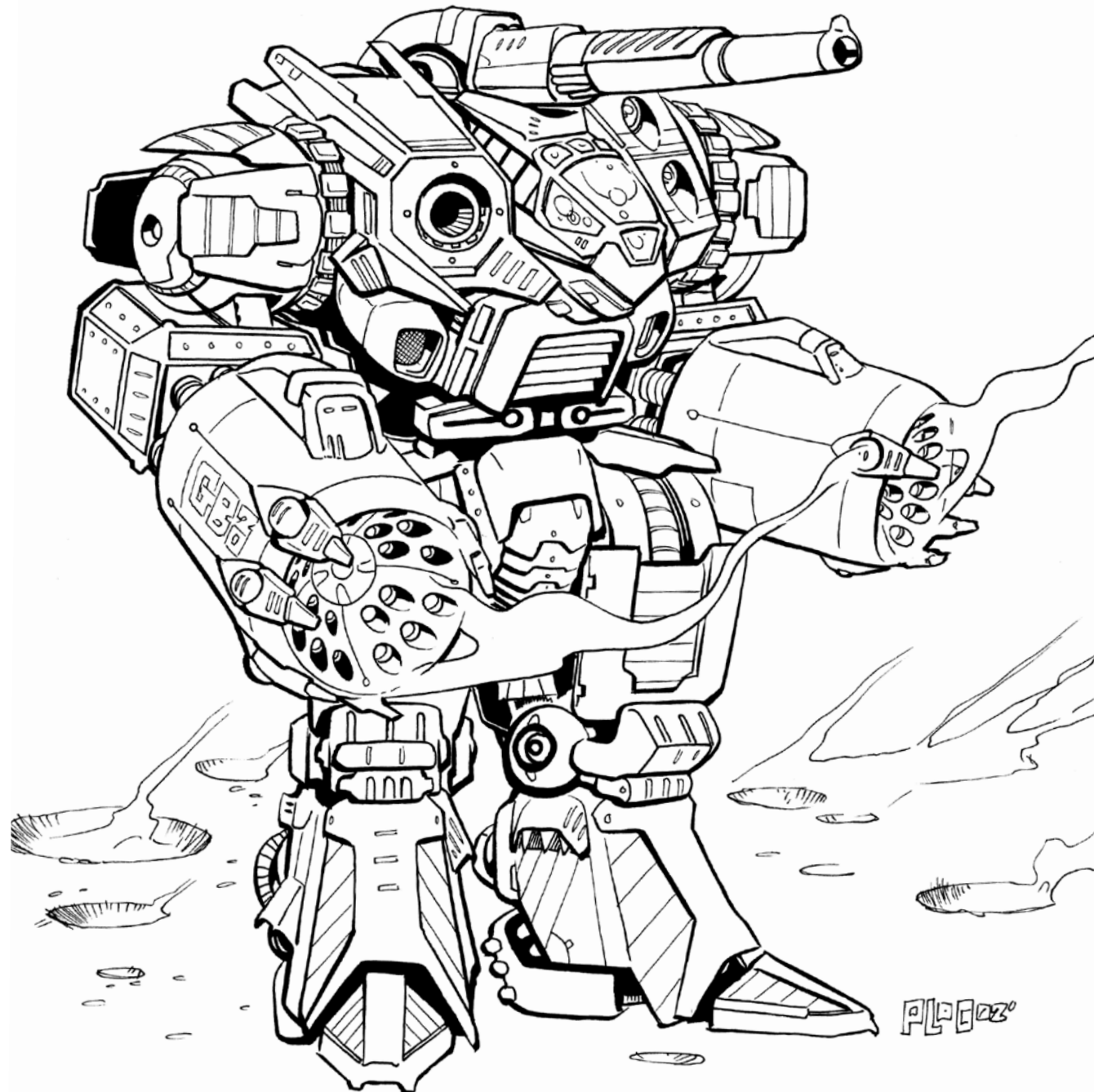
Equipment

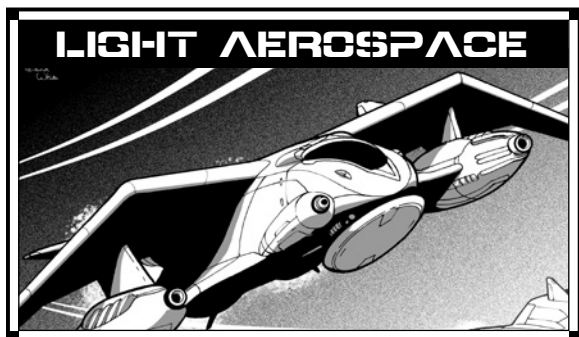
		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor:	296	18.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	45
Center Torso (rear)		10
R/L Torso	21	33
R/L Torso (rear)		9
R/L Arm	17	32
R/L Leg	21	42

Weapons

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
Ammo (Ultra) 5	RA	1	1
Ultra AC/20	RT	8	12
Ammo (Ultra) 10	RT	2	2
2 Streak SRM 6	LT	4	6
Ammo (Streak) 15	LT	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2

Notes: Features the following Design Quirks: Oversized and Rugged





Mass: 30 tons

Frame: F-50/C

Power Plant: GM 150

Armor: Carbondale III

Armament:

9 tons of pod space available

Manufacturer: Crest Foundries, DS Aero Assembly Site Rho

Primary Factory: Lum, Twycross

Communications System: CMDSTAT 500-A

Targeting and Tracking System: Scope Paint v2.41

To the surprise of no one, Clan Snow Raven was the first to develop an OmniFighter. Just as Clan Coyote based the first OmniMech on the already modular *Mercury II*, the Ravens based their efforts on the *Spad*. The result pleased only the Clan's technicians, but the *Issedone* would perform yeoman work for the next century before fading into obsolescence. Surprisingly, Clan Sea Fox has reintroduced the *Issedone* and is seeing steady sales in tertiary markets like the Periphery—a comment on how solid the basic package remains.

Capabilities

Debuting seventeen years after the first OmniMech, the *Issedone* faced the same technical limitations that plagued LAMs and early aerospace fighters and was notably inferior to the Ravens' existing *Issus* and *Chaeroneas*. The *Issedone's* saving grace is its pod space. Nine tons of Clantech can make anything look good, and the *Issedone* uses it effectively. Like the *Spad* before it, the *Issedone*

is loved by techs for its ruggedness and ease of maintenance.

Deployment

Despite debuting to great acclaim, the reality of the *Issedone's* combat performance and the rapid arrival of the *Avar* soon after put a damper on interest in the first OmniFighter. The *Issedone* wouldn't justify its existence until 2897, when Clan Steel Viper captured the Ravens' agro-domes on Hellgate, and the Ravens had to choose between importing supplies for their civilians or weapons to fight off continued Viper incursions. In these deprived conditions, the *Issedone* thrived.

Starting from a single Point, *Issedones* soon became the fighter of choice for the Ravens; ultimately, a full Trinary was stationed on Hellgate. As more capable fighters were grounded for lack of spare parts, *Issedones* time and again were sent to blunt Viper assaults using any spare weapons available. Over eighteen months the Vipers escalated from using vintage SLDF fighters to modern Clantech craft, but none could stand up to the combination of Hellgate's hostile environment and the *Issedone's* high combat tempo. When the Ravens finally pulled out of Hellgate in 2899, the Vipers could muster only a pair of *Spads* to harass the retreating DropShips and their escorting *Issedones*—a fitting tribute to the New Age Systems design team from so long ago.

Notable Units

Star Admiral Shingo Shu: Point Commander Shingo created a stir when he arrived on Hellgate in 2898 and demanded increasingly fast turnaround times from his techs. He put their efforts to good use, launching almost-daily dawn raids on Steel Viper airfields. The first Viper attempt to trap Shingo nearly killed him. The second resulted in a Binary of Viper fighters being drawn into a Raven counter-trap which left the Vipers outnumbered for the next three months. After Hellgate, Shingo went on to a distinguished career, ending in command of CSR *Mountbatten*.

Captain Bjorn Hake: Hake leads a *Leopard CV* of mercenaries providing "technical assistance" to

Lyran defenders against Clan Jade Falcon on the anti-spinward flank. Avoiding direct combat, Hake instead uses his troops as force multipliers, spotting for artillery or harassing behind enemy lines. His biggest success came when he penetrated airspace over Jenice's spaceport with his *Issedone C*, calling down a strike of guided missiles from the rest of his squadron that destroyed two DropShips.

Type: **Issedone**

Technology Base: Clan

Tonnage: 30

Battle Value: 1,033

Equipment

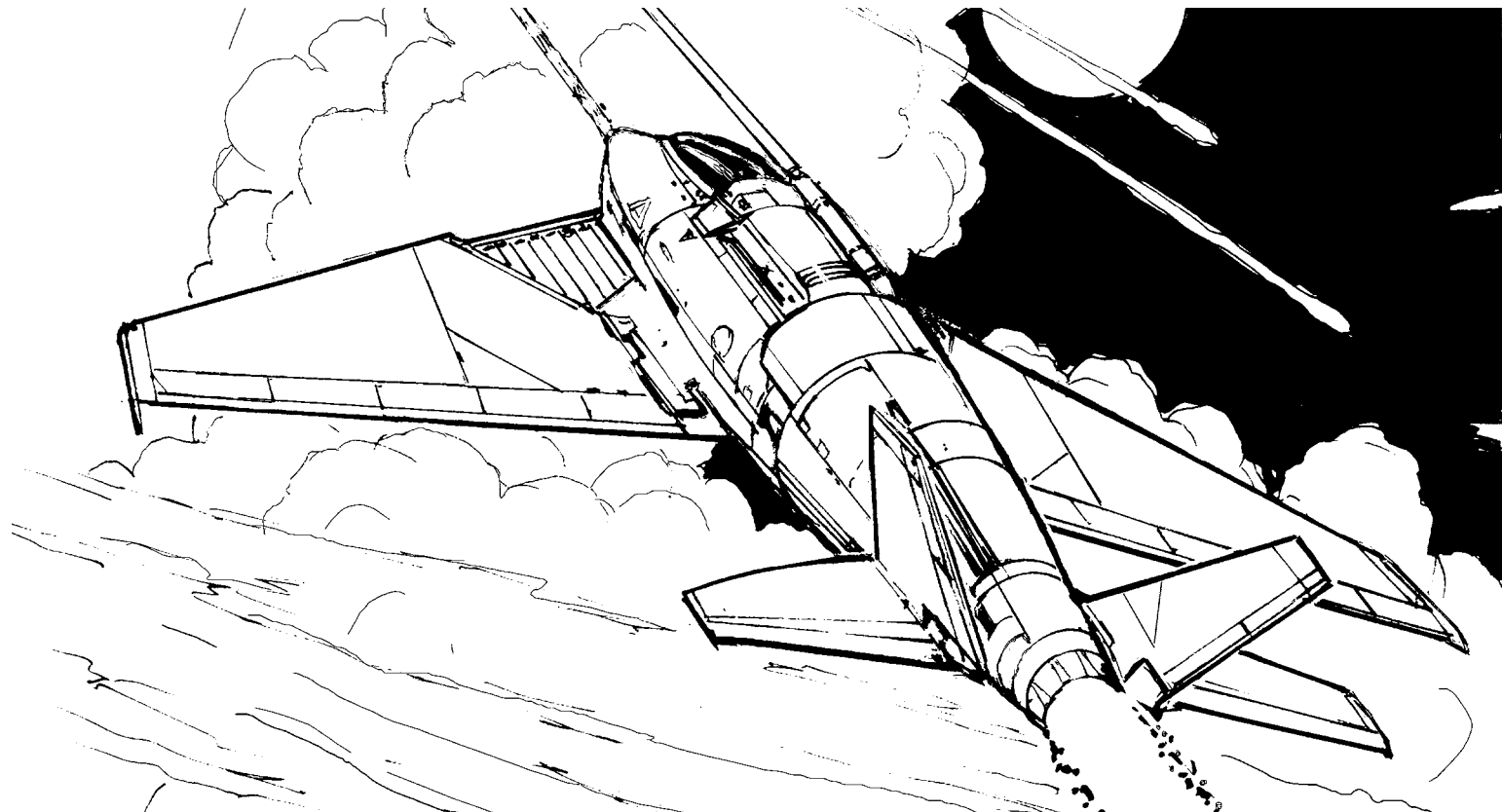
		Mass
Engine:	150	5.5
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	120	7.5
	<i>Armor Value</i>	
Nose	44*	
Wings	23*/23*	
Aft	30	

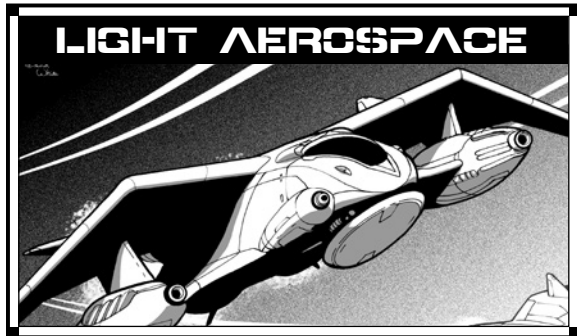
Notes: *Modular Armor provides an additional 10 points to these locations, decreases Safe Thrust MP by 1 when operating in an atmospheric hex, and applies a +1 Control Roll target modifier.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
Large Pulse Laser	Nose	6	10	10	10	10	—
ER Medium Laser	Nose	1	5	7	7	—	—
2 Heat Sinks	—	2					
<i>Alternate Weapons Configuration A</i>							
LRM 10	Nose	2.5	4	6	6	6	—
Ammo (LRM) 12	—	1					
ER Large Laser	Nose	4	12	10	10	10	10
ER Small Laser	Nose	.5	2	5	—	—	—
1 Heat Sink	—	1					
Battle Value: 1,084							
<i>Alternate Weapons Configuration B</i>							
ER Medium Laser	Nose	1	5	7	7	—	—
LRM 10	RW	2.5	4	6	6	6	—
LRM 10	LW	2.5	4	6	6	6	—
Ammo (LRM) 24	—	2					
ER Medium Laser	Aft	1	5	7	7	—	—
Battle Value: 1,095							

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Alternate Weapons Configuration C—Mixed/Advanced</i>							
ER Small Laser	Nose	.5	2	5	—	—	—
Light TAG	Nose	.5					
Modular Armor*	Nose	1					
2 Micro Pulse Lasers	RW	1	1	3	—	—	—
Modular Armor*	RW	1					
2 Micro Pulse Lasers	LW	1	1	3	—	—	—
Modular Armor*	LW	1					
ECM Suite	Aft	1					
2 Chaff Pods (IS)	Aft	2					
Battle Value: 704							
<i>Alternate Weapons Configuration D</i>							
ProtoMech AC/8	Nose	5.5	2	8	—	—	—
Ammo (PAC) 10	—	1					
4 ER Small Lasers	Nose	2	2	5	—	—	—
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 753							

Notes: Features the following Design Quirks: Easy to Maintain, Rugged (2), Obsolete (2950-3146).





Mass: 40 tons
Frame: Type 403-21J
Power Plant: 280 XL Fusion
Armor: Forging II Ferro-Aluminum
Armament:
 1 Type OVR-X LB 5-X Autocannon
 2 Series XIV Extended-Range Large Laser
Manufacturer: Complex H-3 CCC
Primary Factory: Homer
Communications System: CCC T-55
Targeting and Tracking System: CCC D5.2J

The *Pella*, named for the birthplace of Alexander the Great, has the dubious honor of involvement in the failed murder of a Cloud Cobra Khan in the mid-thirtieth century. Originally developed for reconnaissance and superiority, this light aerofighter barely emerged from the prototype phase before tragedy struck, and the project was ultimately shuttered as a means of burying the past. But the past refused to stay dead.

Capabilities

Though not as flexible as the OmniFighters Clan Cloud Cobra favored during this period, the *Pella* was purpose-built to use its active probe for sniffing out Dark Caste 'Mechs hidden in Homer's wastelands. The pilot would then relay this information to ground-based bandit-hunting units and employ the *Pella's* long-range armaments to either soften up the enemy or chase down any flushed-out bandits fleeing from ground forces. For defensive purposes, *Pellas* could also be deployed

for air superiority against similar-massed craft or bombers, as their lasers and autocannon could attack threats from range.

Deployment

The public exhibition of the *Pella* prototype occurred on 10 September 2954 at Kardaán Memorial Airfield on Homer. Under the command of Star Colonel Samson Izumi, who had contributed to the fighter's specifications, two Points of the *Pella* prototype took to the skies under the watchful eyes of Khan Patrick McCloud along with delegations from Clans Sea Fox and Snow Raven.

The initial segments of the exhibition went off without a hitch, but before the test flight's final act, one of the *Pella* pilots suddenly lost control and careened on a collision course with Khan McCloud's observation platform. Izumi and his remaining pilots were forced to fatally shoot down the errant *Pella* to save their Khan's life.

While the three remaining *Pellas* were still airborne, an invasion force from Clan Coyote arrived in Cloud Cobra airspace without declaring a formal *batchall*. Rather than wait for the remainder of the 214th Cobra Fangs to launch from the airfield, Izumi and his warriors flew head-on into the Coyotes' teeth, knowing they were outgunned. Together the three *Pella* prototypes concentrated their fire to down two Coyote aerofighters: an *Avar* and a *Xerxes*. However, their victory was short-lived, as the Coyotes shot down two of the remaining *Pellas* and forced the third into a crash-landing.

Investigation of the Kardaán Airfield incident revealed the prototype had malfunctioned due to deliberate tampering by Clan Coyote in an attempt to sow confusion and discord ahead of their planned invasion. Though the attempt on Khan McCloud's life had failed, the *Pella's* involvement in the Coyote plot ruined the project's reputation, and McCloud ordered the project ended.

Unfortunately, Cobra engineers did not destroy the *Pella's* plans. Shortly after the incident, the Coyotes acquired the project data via questionable means and pressed a small production run of *Pellas* into service in combat trials against the Cobras as a means of insult. Khan McCloud ordered his forces

to shoot down with impunity every Coyote *Pella* encountered in the field.

Matters between the Cobras and Coyotes eventually boiled over in 2957, when McCloud declared a formal *batchall* over the factory where the Coyotes were producing the aerofighter. Star Colonel Izumi won the bid and led a Trinary of the 214th Cobra Fangs against the Coyotes, whose bid spitefully included several *Pellas*. The resulting Trial of Possession devolved into a free-for-all furball over the Coyote's main Homer enclave. Several downed fighters crashed into civilian-caste areas of the enclave, leading to the Coyote commander requesting *hegira* to prevent further loss of life.

Star Colonel Izumi claimed as *isorla* all of the *Pellas* the Coyotes had produced. Khan McCloud then ordered these fighters dismantled for parts, and the factory was repurposed to manufacture OmniFighters.

Notable Units

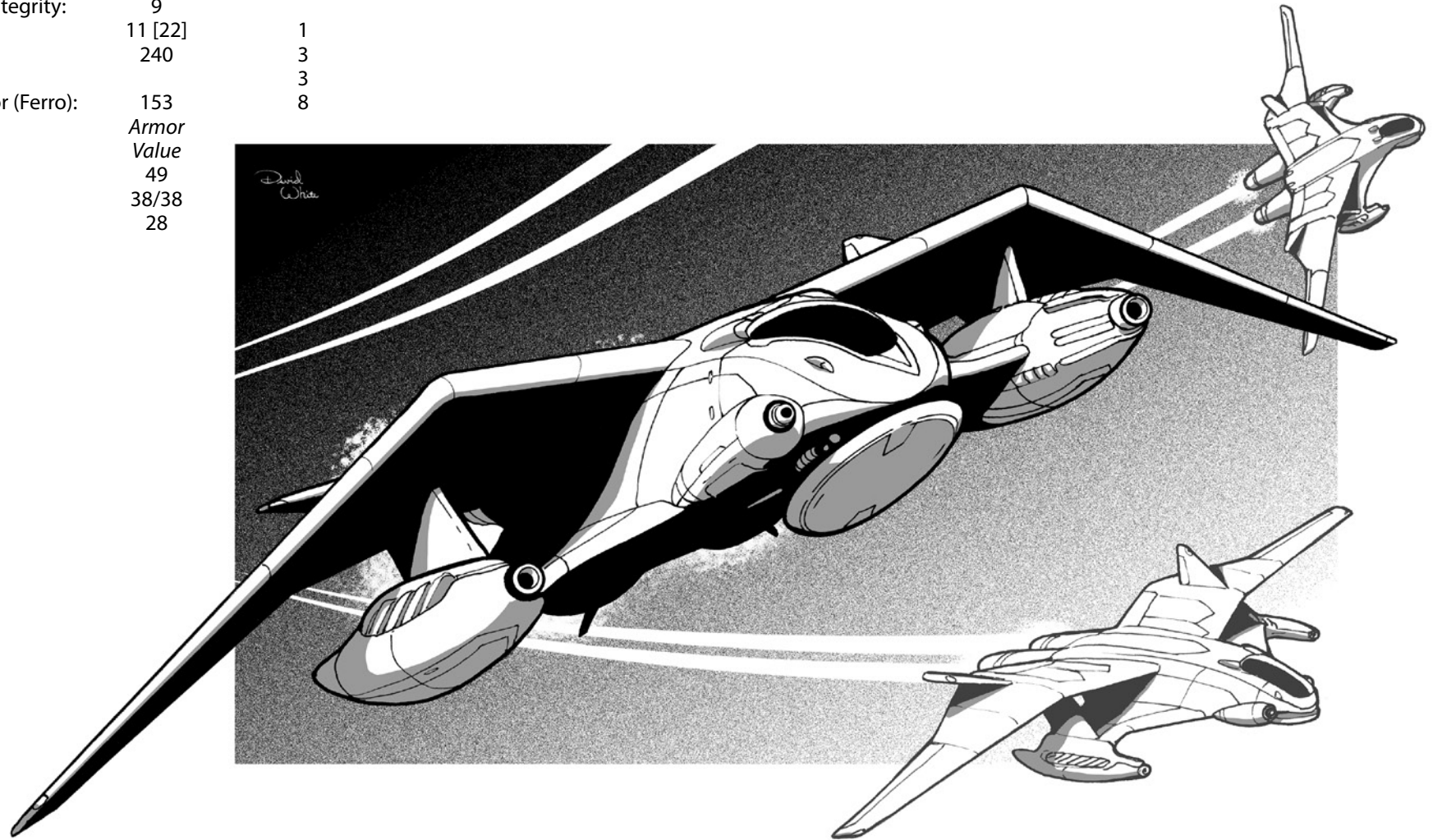
Pilot Tomas Masino: A former Coyote pilot, Tomas was taken bondsman by the Cloud Cobras after masterfully landing his doomed *Xerxes* in a raid on Homer in 2952. He proved instrumental during the *Pella* exhibition incident by scoring the kill shots on both Coyote fighters that the *Pella* prototypes brought down during the fight. After the Coyote invasion, Tomas proved instrumental in the 214th Cobra Fangs, and as a Star Captain he fought off all challengers seeking to claim his position as Star Colonel Samson Izumi's aide.

Type: **Pella**
 Technology Base: Clan
 Tonnage: 40
 Battle Value: 1,793

Equipment

Engine:	280 XL	Mass	8
Safe Thrust:	9		
Maximum Thrust:	14		
Structural Integrity:	9		
Heat Sinks:	11 [22]		1
Fuel:	240		3
Cockpit:			3
Armor Factor (Ferro):	153		8
	<i>Armor Value</i>		
Nose	49		
Wings	38/38		
Aft	28		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LB 5-X AC	Nose	7	1	3	3	3	—
Ammo (LB-X) 20	—	1					
Active Probe	Nose	1					
ER Large Laser	RW	4	12	10	10	10	10
ER Large Laser	LW	4	12	10	10	10	10





Mass: 45 tons
Chassis: Skypelt 4X
Power Plant: Fusion 270 XL
Armor: Formula Z5D Standard
Armament:
 16.5 tons of pod space available
Manufacturer: DS Aero Assembly Site Alpha
Primary Factory: Babylon
Communications System: S1G Gamma Series Communications
Targeting and Tracking System: Dexter 1 Sensor Suite

Named for Genghis Khan's third son, the *Ogotai* represents an early Sea Fox foray into emergent OmniFighter design. Though originally envisioned for air superiority and close-air support, *Ogotais* proved themselves as capable escorts for larger craft and as excellent interceptors in space combat.

Capabilities

This nimble OmniFighter could deliver a devastating alpha strike at just the right moment, regardless of its weapons loadout. In standard configurations, *Ogotais* carried more-than-ample weapons, which allowed pilots to bid away a considerable number of armaments in *zellbrigen* duels.

The kinks of early OmniFighter technology contributed to the *Ogotais* suffering performance issues while operating in atmosphere. Due to this flaw, most Clans which maintained substantial

quantities of this airframe often relegated them to orbital and space operations, where *Ogotais* truly shine.

Deployment

After several *Ogotais* performed poorly in close-air support during initial combat trials in 2874, the Sea Foxes' Lambda Spina Galaxy inherited a full Star of the malignant OmniFighter and stationed them on the *Aegis*-class cruiser CSF *Bloodlust*. This Star was executing a run-of-the-mill combat patrol in the Vinton system when a sizable contingent from Clan Smoke Jaguar arrived at a pirate point and challenged the Foxes for one of their enclaves. The Jaguars' request for *safcon* to the planet's surface was denied, and the patrolling *Ogotais* engaged incoming Jaguar DropShips and fighters. Rather than bid away their weapons, the Sea Fox pilots employed every armament at their disposal via judicious timing and heat management. A few DropShips weathered the Foxes' initial aerospace screen, but a daring Point of OmniFighters dogged their target all the way into the atmosphere, damaging it enough to force an emergency landing far from the agreed-upon Trial of Possession venue; however, both Sea Fox pilots lost control in atmospheric flight and crashed fatally in Vinton's oceans. Fortunately for the Foxes, enough Jaguar DropShips were destroyed during planetfall to force the Jaguar commander to call in the forces from her previous bid, which were ultimately not enough to carry the ground battle.

Though the *Ogotai* continued to perform well in its newly-discovered space-superiority role, improvements in OmniFighter technology convinced the Sea Foxes to abandon production in the 2990s in favor of a more versatile and reliable airframe. However, many of the *Ogotai's* design philosophies live on in the Clan Wolf-produced *Jagatai* OmniFighter, introduced in 3016 (which is named after Genghis Khan's second son).

Notable Units

Tiger Shrike: Painted in a distinctive tiger-stripe pattern that matches no known Clan unit, this infamous *Ogotai* plagued the skies of Babylon in

the late 3020s. Each seemingly random appearance resulted in the craft executing a surgical solo strike on a random Clan enclave and then disappearing before the owners could scramble air defenses. During each attack, Dark Caste ground forces undertook daring raids nearby. The Tiger Shrike is believed to be a Dark Caste craft intended to draw the attention of Clan ground forces away from bandit raiders. This *Ogotai* was last sighted in 3027 and did not reappear after making good on its final escape. The greatest mystery surrounding this craft is how its daring pilot managed to keep their airframe operational for so long, considering that replacement parts and weapon modules for *Ogotais* ceased manufacture in the early 2990s.

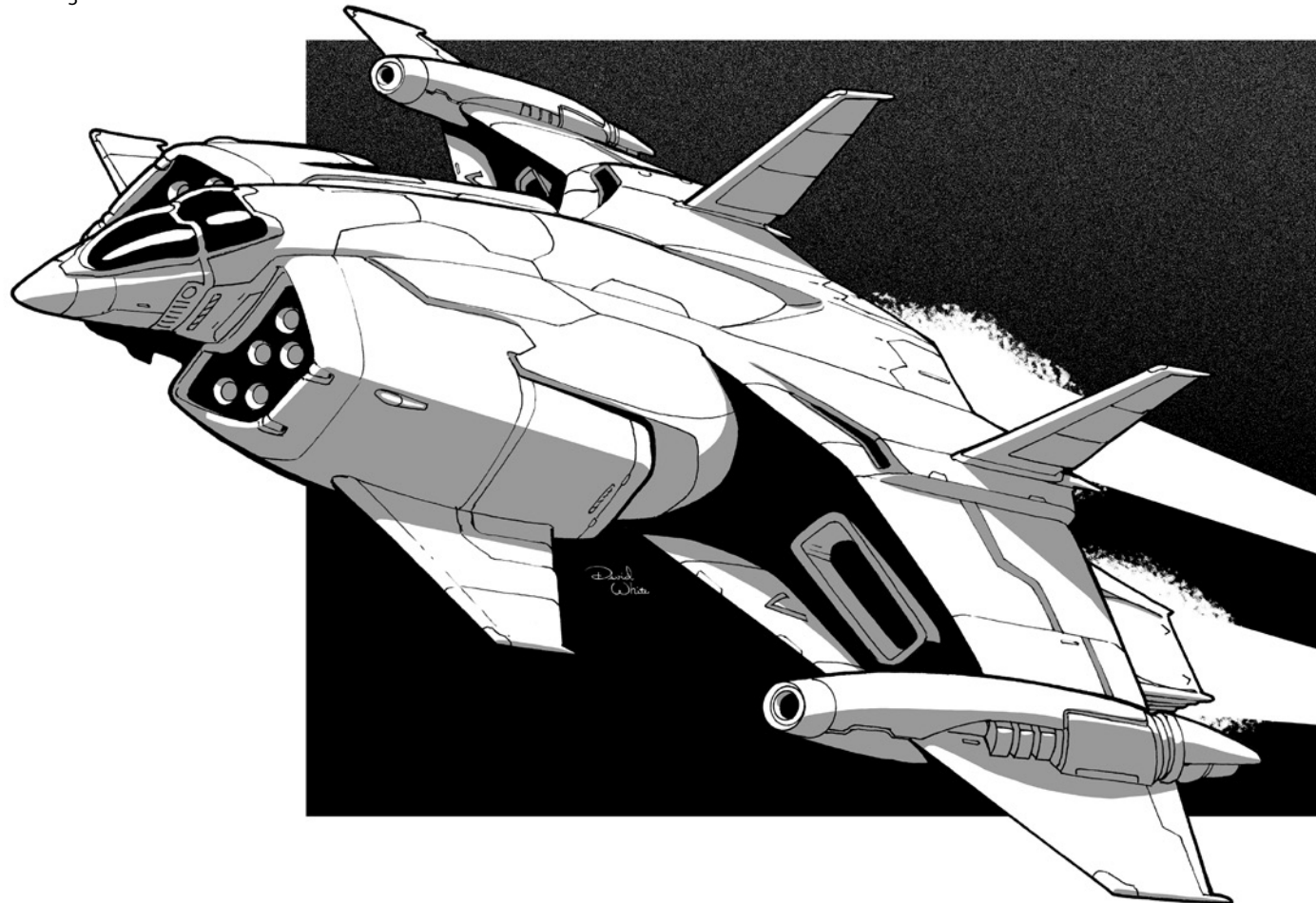
Type: **Ogotai**
 Technology Base: Clan
 Tonnage: 45
 Battle Value: 1,665

Equipment		Mass
Engine:	270 XL	7.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	12	2
Fuel:	400	5
Cockpit:		3
Armor Factor:	176	11
	<i>Armor Value</i>	
Nose	56	
Wings	41/41	
Aft	38	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
LRM 10	Nose	2.5	4	6	6	6	—
Ammo (LRM) 12	—	1	—	—	—	—	—
ER Large Laser	RW	4	12	10	10	10	10
ER Large Laser	LW	4	12	10	10	10	10
ER Medium Laser	Aft	1	5	7	7	—	—
4 Heat Sinks	—	4	—	—	—	—	—
<i>Alternate Weapons Configuration A</i>							
Medium Pulse Laser	Nose	2	4	7	7	—	—
SRM 6 with Artemis IV	Nose	2.5	4	10	—	—	—
Medium Pulse Laser	RW	2	4	7	7	—	—
SRM 6 with Artemis IV	RW	2.5	4	10	—	—	—
Medium Pulse Laser	LW	2	4	7	7	—	—
SRM 6 with Artemis IV	LW	2.5	4	10	—	—	—
Ammo (SRM) 45	—	3	—	—	—	—	—
Battle Value: 1,551							

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Alternate Weapons Configuration B</i>							
5 ER Small Lasers	Nose	2.5	2	5	—	—	—
LRM 20	RW	5	6	12	12	12	—
LRM 20	LW	5	6	12	12	12	—
Ammo (LRM) 24	—	4	—	—	—	—	—
Battle Value: 1,817							

Notes: Features the following Design Quirks: Atmospheric Flight Instability





Mass: 60 tons
Frame: Saroyan 2.5 CCC-OP
Power Plant: Pitban 180
Armor: Forging OTR17b (Standard)
Armament:
 27 tons of pod space available
Manufacturer: Complex H-3 CCC, Allied Technologies
Primary Factory: Homer, Stewart
Communications System: CCC T-55
Targeting and Tracking System: CCC D5.2J

While Clan Snow Raven based its efforts to create an OmniFighter on the *Spad*, Clan Cloud Cobra turned to the other modular mainstay of the SLDF, the *Gotha*. The result is surprisingly effective—it took a generation of higher-thrust OmniFighters more suited to dueling to finally render the *Goth* obsolete in the late 2900s. Desperate for a source of aerospace fighters, the Wolf Empire has modified the Allied Technologies *Gotha* lines to build the *Goth*, with production expected to ramp up in the next year.

Capabilities

While relatively plodding, the *Goth* filled a midpoint between the *Issus* and the *Xerxes* that that no other Clantech fighter attempted to occupy until the *Tyre* in 2907. This niche gave the *Goth* a massive advantage compared to the SLDF fighters still in service. While its single heat sinks were a disadvantage, the massive pod bays could install efficient new Clantech weapons and the heat sinks to make them effective. Using modern tech, the

new Clan Wolf variants have shown this still to be the case today.

Deployment

With no direct competitors, the *Goth* spread rapidly around the Clans. Typically used for space superiority, the *Goth* would become a regular sight around WarShips and space stations. The most memorable *Goth* actions occurred in 2948 and 2949 during Clan Coyote's punitive assaults against Clan Cloud Cobra. Flying as escorts for *Hydaspeses*, *Goths* would provide much-needed flexibility. As *zellbrigen* fell by the wayside, *Goths* acted as spotters for Cobra capital ships, swinging the tide of battle as the Coyotes' supply of *Hellcat IIs* dried up.

Though the war in space went well, on the ground the Cobras suffered. An effort to stem the losses would earn the *Goth* a dark reputation, as it was tasked to hunt down Coyote DropShips. The *Goth* would prove murderously effective in this role, and though the Cobras would ultimately suffer more casualties than the Coyotes, the inability of the Coyotes to resupply their troops led to them giving up their enclaves on Homer and Brim.

Notable Units

Star Commander Cameron Smith: A rare example of a Clan Coyote *Goth* pilot, Smith found himself fighting an uneven war against the Cobras in the stars. Primarily using a B variant, he ran electronic interference on attacks against Cobra heavy ships. Known for remaining under fire longer than any sensible pilot should, he is credited with providing the opening that led to *Wisdom of Ages* being disabled over Brim. Unfortunately, his recklessness would see him killed under the guns of *True Sight* two months later.

Point Commander Martin: This Wolf pilot has gained a reputation around the Remnant, seeming to revel in the high-risk options offered by a new generation of technology. Making the most of the *Goth's* heavy armor, Martin encourages the unwary to tail him, before inverting and unleashing a blistering salvo into his victim. Attempts have been made to

eliminate the pest, but intel suggests that he has been rotated elsewhere in the Empire. Unfortunately, other *Goth* pilots seem to be emulating his tactics, with similar maneuvers observed from Alula Borealis to Zosma.

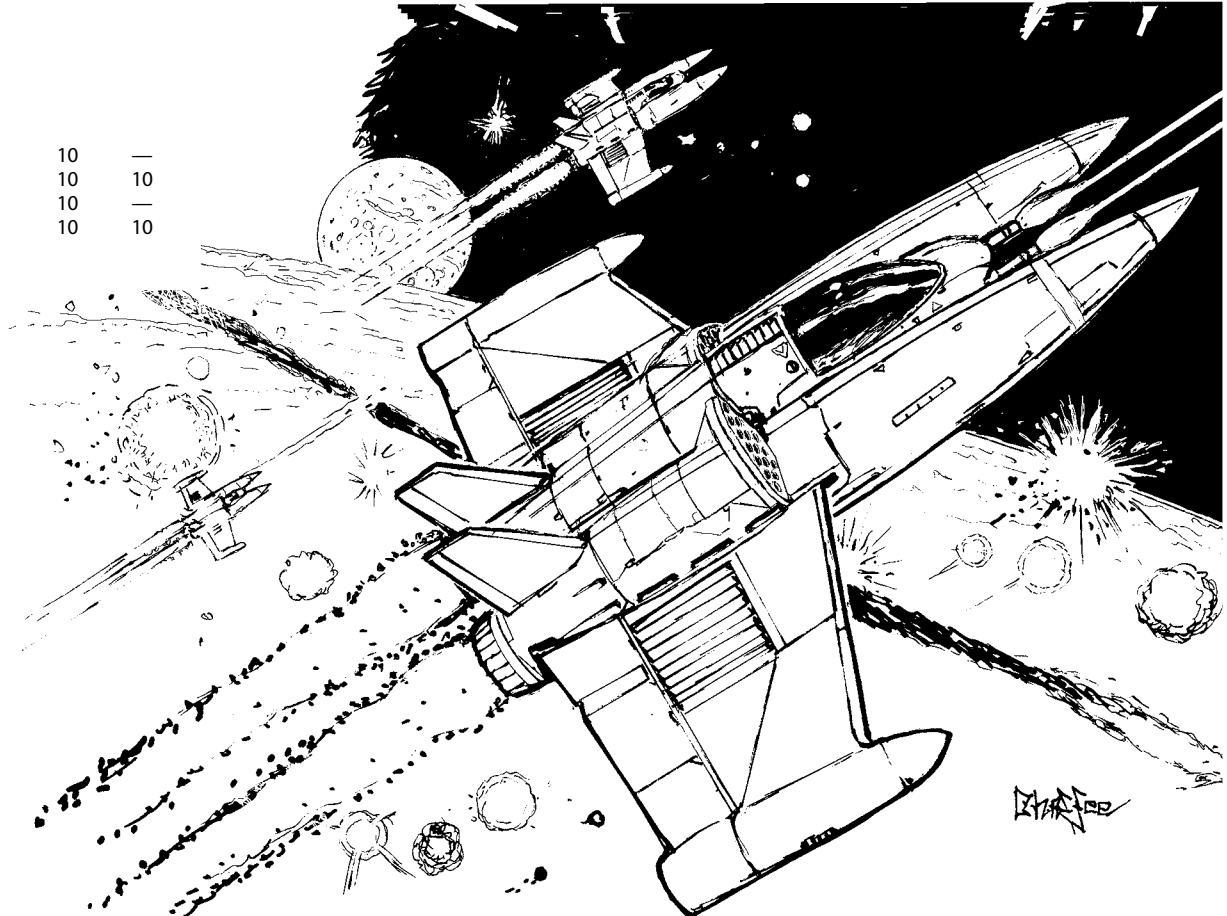
Type: **Goth**
 Technology Base: Clan
 Tonnage: 60
 Battle Value: 1,993

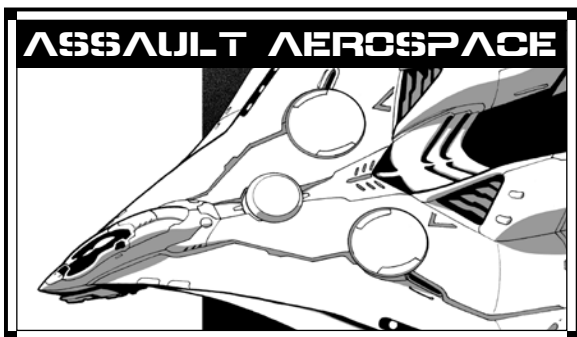
Equipment		Mass
Engine:	180	7
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	6	
Heat Sinks:	15	5
Fuel:	480	6
Cockpit:		3
Armor Factor (Ferro):	230	12
	<i>Armor Value</i>	
Nose	74	
Wings	54/54	
Aft	48	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
Large Pulse Laser	Nose	6	10	10	10	10	—
2 ER Medium Lasers	Nose	2	5	7	7	—	—
LRM 15 with Artemis IV	RW	4.5	5	12	12	12	—
Small Pulse Laser	RW	1	2	3	—	—	—
LRM 15 with Artemis IV	LW	4.5	5	12	12	12	—
Ammo (LRM) 16	—	2	—	—	—	—	—
Small Pulse Laser	LW	1	2	3	—	—	—
2 ER Medium Lasers	Aft	2	5	7	7	—	—
4 Heat Sinks	—	4	—	—	—	—	—
<i>Alternate Weapons Configuration A</i>							
2 Large Pulse Lasers	Nose	12	10	10	10	10	—
ER Medium Laser	RW	1	5	7	7	—	—
2 SRM 6	RW	3	4	8	—	—	—
ER Medium Laser	LW	1	5	7	7	—	—
2 SRM 6	LW	3	4	8	—	—	—
Ammo (SRM) 15	—	1	—	—	—	—	—
6 Heat Sinks	—	6	—	—	—	—	—
Battle Value: 1,898							
<i>Alternate Weapons Configuration B</i>							
Active Probe	Nose	1	—	—	—	—	—
Large Pulse Laser	RW	6	10	10	10	10	—
ER Large Laser	RW	4	12	10	10	10	10
Large Pulse Laser	LW	6	10	10	10	10	—
ER Large Laser	LW	4	12	10	10	10	10
6 Heat Sinks	—	6	—	—	—	—	—
Battle Value: 1,955							

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Alternate Weapons Configuration C</i>							
2 Rotary AC/5	Nose	20	20	20	20	—	—
Ammo (RAC) 140	—	7	—	—	—	—	—
Battle Value: 2,062							
<i>Alternate Weapons Configuration D</i>							
ER PPC with Capacitor	Nose	7	15/20	15/20	15/20	15/20	—
LRM 15 with Artemis V	RW	5	5	12	12	12	—
LRM 15 with Artemis V	LW	5	5	12	12	12	—
Ammo (LRM) 24	—	3	—	—	—	—	—
5 Heat Sinks	—	5	—	—	—	—	—
2 Coolant Pods	—	2	—	—	—	—	—
Battle Value: 2,126							

Notes: Features the following Design Quirks: Combat Computer, Easy to Maintain, Atmospheric Flight Instability, Obsolete (2980-3164).





Mass: 80 tons
Frame: Starborn 1.1
Power Plant: 400 Model SF-3 XL
Armor: Omega Heavy Stellarguard
Armament:
 26 tons of pod space available
Manufacturer: Barcella First Factory, LAW Irece
 Delta Refit Center
Primary Factory: Barcella, Irece
Communications System: NC-TelCom Mk X
Targeting and Tracking System: Big Cat Mk XXI TTS

The *Qasar* has a checkered history. Originally introduced by Clan Nova Cat as a devastating dueling platform, the OmniFighter would be rendered obsolete a mere forty years later. The *Qasar's* flaws would be cruelly exposed when the Nova Cats resurrected it centuries later, but the Draconis Combine has since gone on to make it worthy of the modern battlefield.

Capabilities

It took massive overengineering to make the *Qasar* a viable OmniFighter, leaving little room for armor or fuel. The *Qasar* is big and fast in the manner of the *Hammerhead* before it. More mobile than its contemporaries, the *Hydaspes* and *Kirghiz*, it dominated the skies by combining high firepower with the agility of craft thirty tons lighter.

Deployment

First deployed in 2905, the *Qasar* combined thrust and firepower like nothing before it. Its armor

was weak, but nothing could get behind it. A true warrior's craft, the other Clans clamored for the *Qasar* until Clan Jade Falcon deployed the *Visigoth* in 2948. As the newer design took over the skies, not even the Nova Cats could justify the *Qasar's* excesses, and it sank into history.

When Khan Jacali Nostra began to quietly rebuild the Nova Cat Touman in the 3130s the *Qasar* was revived, if only because her technicians had the plans on hand. The fighter made a stunning public return to life when the Cats revolted in 3141. Facing *Slayers* and *Rievers*, the *Qasar* easily overmatched the dated airframes. While a *Suzaku* stood a chance, it usually took a rare *Koroshiya* to defeat a *Qasar*. As 3141 rolled into 3142, the Combine's pilots began to change their tactics. Rather than get into a turning fight with a *Qasar*, the Combine pilots used teamwork and heavy armor to outlast the *Qasar's* light armor and limited fuel. Ultimately, it didn't matter. By the end of 3142, Combine troops walked the halls of Delta Refit Center and Clan Nova Cat was no more.

Variants

The Draconis Combine are not ones to look a gift factory in the mouth, and with their capture of Delta Refit Center, they found themselves with an unexpected extra heavy fighter. The armor that had proven so inadequate was dealt with by the application of Naketsu Nagareboshi reflective plate. A new, ironic name was devised, and the *Kublai* was ready to serve the Coordinator.

Notable Units

Star Colonel Sigmund Bavros: Recipient of the first *Qasar* off the line in 3132, Bavros was given the task of re-forging Clan Nova Cat's aerospace forces. An enthusiastic supporter of revolt, Bavros regretted not being on hand for the liberation of Irece. Instead, he led from the front in securing the Dieron District and took unfortunate glee in dispatching the enemy. Called back to Irece, he died facing overwhelming numbers in his *Qasar* in 3142.

Chu-i Sandy Olsson: Olsson and her pink-liveried *Kublai*, *Xanadu*, have become a common sight along

the Dominion border, as have her challenges to enemy pilots to "get physical." All too often, some hotshot in an *Ostrogoth* responds—and all too often they fail to return. Because of her successes, Olsson has been permitted the honor of using scant Combine reserves of Clantech to mount *Qasar* variants on *Xanadu*.

Type: **Qasar**
 Technology Base: Clan
 Tonnage: 80
 Battle Value: 2,882

Equipment		Mass
Engine:	400 XL	26.5
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	8	
Heat Sinks:	20 [40]	10
Fuel:	240	3
Cockpit:		3
Armor Factor:	184	11.5
	<i>Armor Value</i>	
Nose	51	
Wings	46/46	
Aft	41	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
Ultra AC/20	Nose	12	14	30	30	—	—
Ammo (Ultra) 20	—	4	—	—	—	—	—
4 ER Medium Lasers	RW	4	5	7	7	—	—
4 ER Medium Lasers	LW	4	5	7	7	—	—
Fuel	(160)	—	2	—	—	—	—

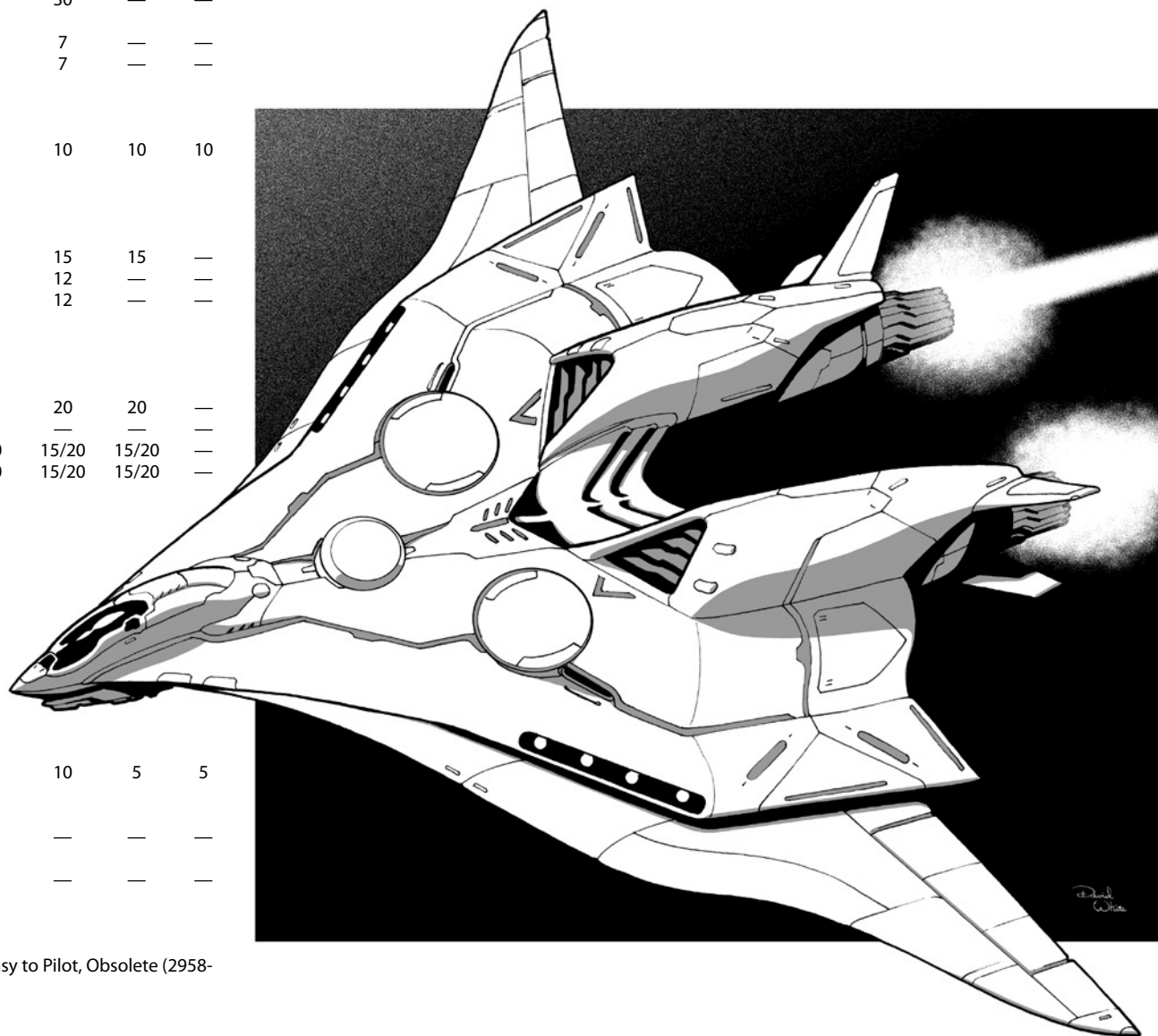
<i>Alternate Weapons Configuration A</i>							
5 ER Large Lasers	Nose	20	12	10	10	10	10
6 Double Heat Sinks	—	6	—	—	—	—	—
Battle Value: 2,754							

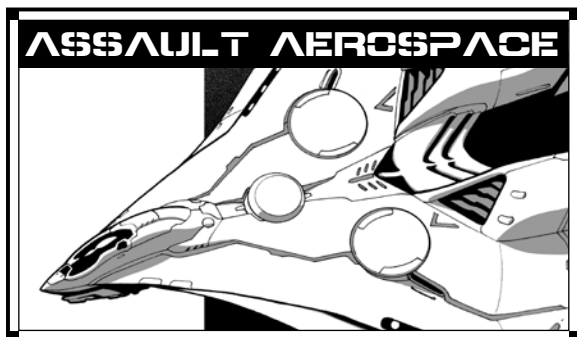
<i>Alternate Weapons Configuration B</i>							
2 ER PPC	Nose	12	15	15	15	15	—
2 Streak SRM 6	RW	6	4	12	12	—	—
2 Streak SRM 6	RW	6	4	12	12	—	—
Ammo (Streak) 30	—	2	—	—	—	—	—
Battle Value: 2,905							

<i>Alternate Weapons Configuration C</i>							
RAC/5	Nose	10	6	20	20	20	—
Ammo (RAC) 40	—	2	—	—	—	—	—
ERPPC + Capacitor	RW	7	15/20	15/20	15/20	15/20	—
ERPPC + Capacitor	LW	7	15/20	15/20	15/20	15/20	—
Battle Value: 3,259							

<i>Alternate Weapons Configuration D</i>							
2 ATM 9	Nose	10	6	15	10	5	5
Ammo (ATM) 21	—	3	—	—	—	—	—
3 Improved Heavy Medium Lasers	RW	3	7	10	—	—	—
3 Improved Heavy Medium Lasers	LW	3	7	10	—	—	—
7 Double Heat Sinks	—	7	—	—	—	—	—
Battle Value: 2,261							

Notes: Features the following Design Quirks: Atmospheric Flyer, Easy to Pilot, Obsolete (2958-3147), Weak Undercarriage.





Mass: 90 tons

Frame: Bowie 50 CM Mod A

Power Plant: Consolidated Fusion 270

Armor: Compound XAS Ferro-Aluminum

Armament:

- 2 Type XV "Crossbow" LRM-15 Launchers
- 1 Pattern JX Streak-4 SRM Launcher
- 2 Series 2b Extended-Range Medium Lasers
- 4 Series 6b Extended-Range Large Lasers
- 2 Series 1 Extended-Range Small Lasers

Manufacturer: Industriplex MC2

Primary Factory: Circe

Communications System: Rander 200

Targeting and Tracking System: Rander TAS

Lost to the annals of Clan history, the *Chippewa IIC* is a fighter with a forgotten past. It was originally introduced by Clan Mongoose as an aerospace superiority fighter designed to give the lighter Mongoose Touman hard-hitting firepower against orbital, air, and ground targets. Its fate was inextricably tied to that of its Clan.

Capabilities

The *Chippewa IIC* shoots first and prefers to not need to answer questions later. With an offensive payload of nearly fifty-five tons, it is designed to hit hard and fast before its ferro-aluminum armor can be penetrated. The focus of this firepower is a pair of extended-range large lasers in each wing, giving the *Chippewa IIC* substantial firepower with range. A total of twenty-five double heat sinks can handle this barrage, but little more. The nose carries thirty-four

missiles and some medium lasers, while a pair of small lasers guard the aft.

Deployment

The *Chippewa IIC* shone near the end of its Clan, after the Smoke Jaguars isolated Clan Mongoose to Circe. The Mongooses expected to hold out for some time if they could control the skies, but the Jaguar fleet did not intend to allow that to happen. The flagships of the two fleets engaged as the *Quicksilver Mongoose*, a *Du Shi Wang*-class battleship, challenged the *McKenna*-class *Obsidian*, a ship more than twice its size. The Jaguars expected an easy victory, but were unprepared for the fury of the fifty fighters from the Mongoose ship, including three dozen *Chippewa IICs*. Despite having an equal fifty fighters, the Jaguars' craft were light- or medium-sized and were quickly chewed up by the accurate lasers of the *Chippewa IICs*.

The *Obsidian* was so engrossed in removing the high-profile battleship that it failed to support its fighters, while the *Quicksilver Mongoose* filled space with laser pulses that assisted the *Chippewa IICs* and their other craft. The Jaguars lined up a broadside and ripped into the smaller battleship, tearing past its armor and into the inner workings. While the Mongoose WarShip suffered a brutal blow, it was a distraction that allowed more than thirty *Chippewa IICs* to close on the *Obsidian*. They focused their fire on the WarShip's aft thrusters, tearing holes in the armor with concentrated, accurate fire. The *Mongoose* rolled to present an undamaged broadside and maneuvered toward the aft of the *Obsidian*. Thanks to the damage it had sustained, the larger vessel was unable to provide enough thrust to keep up with the *Mongoose*. Forced to split fire, the *Obsidian* started destroying the *Chippewas*, but was now under the sustained fire of a dozen naval-grade PPCs from the Mongoose battleship's nose. This left gaping holes that the *Chippewas* exploited, further reducing the thrust available to the larger ship and ceding position entirely to the Mongoose forces. The two Clans continued to exchange fire until an explosion rocked the massive vessel, leaving only the port side of the ship holding the bow and aft together. The jewel of the Jaguar fleet was disabled.

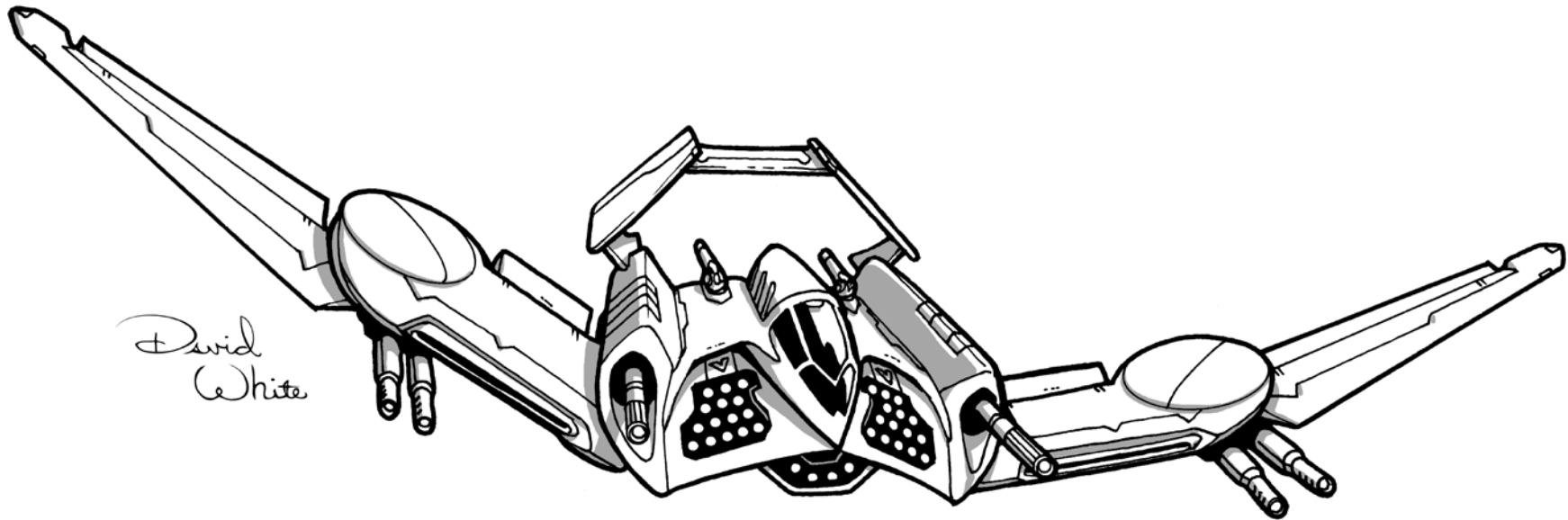
Unfortunately for the *Chippewa IIC* and Clan Mongoose, the victory over the *Obsidian* was the beginning of the end. The Jaguars soon landed their *touman* on Circe, and after fierce fighting the remaining Mongooses were Absorbed by the victorious Smoke Jaguars. Disgusted by the Mongooses, the Jaguars would let every aspect of the former Clan fade away, including the venerable *Chippewa IIC*. By 3049, the design was completely extinct from the Clan Homeworlds despite persistent rumors of a handful of craft surviving in the hands of Dark Caste bandits.

Variants

A slight variation, the *Chippewa IIC 2* upgraded the large and medium lasers to pulse versions, removed the targeting computer, and swapped out the Streak launcher for a six-tube SRM with Artemis like that of the long-range missiles. These changes also forced six-and-a-half tons of armor to be removed, leaving the *Chippewa IIC 2* with less protection than some light fighters carried.

Notable Units

Star Colonel Jenna Mercedes: As commander of the fighters assigned to the *Quicksilver Mongoose*, it was Jenna's idea to eschew the traditional role of anti-fighter duty when challenged by the *Obsidian*, pointing out the *McKenna*-class vessel's lack of anti-fighter weaponry. One of the survivors of the battle, she landed her *Chippewa IIC* at Kipling Base on Circe with only three percent of the craft's armor remaining. After tallying fifteen more kills against Jaguar fighters and 'Mechs in the fighting for Circe, she was shot down and killed by Jaguar infantry.

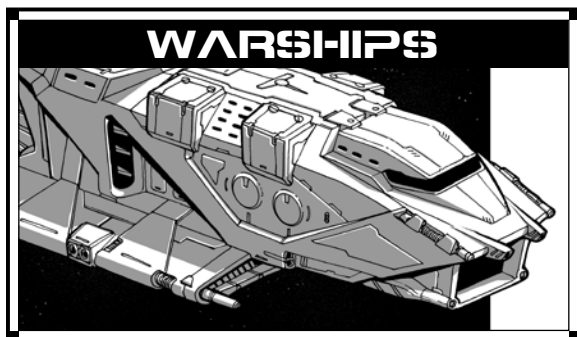


Type: **Chippewa IIC**
 Technology Base: Clan
 Tonnage: 90
 Battle Value: 3,431

Equipment

Engine:	270	Mass	14.5
Safe Thrust:	5		
Maximum Thrust:	8		
Structural Integrity:	9		
Heat Sinks:	25 [50]		15
Fuel:	400		5
Cockpit:			3
Armor Factor (Ferro):	259		13.5
	<i>Armor Value</i>		
Nose	92		
Wings	62/62		
Aft	43		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 LRM 15 with Artemis IV	Nose	9	5	12	12	12	—
Ammo (LRM) 32	—	4					
Streak SRM 4	Nose	2	3	8	8	—	—
Ammo (Streak) 25	—	1					
2 ER Medium Lasers	Nose	2	5	7	7	—	—
2 ER Large Lasers	RW	8	12	10	10	10	10
2 ER Large Lasers	LW	8	12	10	10	10	10
2 ER Small Lasers	Aft	1	2	5	—	—	—
Targeting Computer	—	4					



Peregrine-class WarShips occupy a somewhat strange niche; they are not a threat to a well-equipped defender, but not easy prey for aggressors. Mostly written off in the Golden Century, these WarShips found a new lease on life during the chaotic time of the Jihad.

Capabilities

With the growth of Clan WarShip fleets in the Golden Century, the Jade Falcons pursued a new design as much out of pride as necessity. However, the Falcons' streak of pragmatism prompted them to take a conservative approach for their first effort: rather than creating a grand battleship, they started with the smaller *Peregrine*. The WarShip's armament is modest, with dual large lasers on each facing, a half dozen naval lasers, and a pair of 35-class naval autocannons in the nose providing the majority of the offensive punch.

Seventy-seven tons of Lamellor ferro-carbide armor give the ship plenty of protection against most non-capital fire, while a maximum acceleration of 4.5 Gs provides plenty of maneuverability against ships carrying such weapons. The lithium-fusion battery also allows the *Peregrine* to get out of bad situations. The vessel's lack of a grav deck made it best suited for short missions common in Clan space, though Clan commanders did not always use them that way.

Deployment

In 3001, the *Green Kestrel* jumped into the Acadia system and issued a Trial of Possession for five tons of Arcadian Russets from the Clan Blood Spirit forces

there, providing a standard list of the forces present on the WarShip. The Blood Spirit commander bid their fortress and everything in it in defense, while Jade Falcon Star Colonel Zachary Zywot countered with the *Kestrel* and everything aboard. Both forces had relatively equal 'Mech and aerospace assets; the Spirits let the *Kestrel* arrive in orbit around Acadia unmolested rather than allowing the *Peregrine* to add its lasers to the fray.

After the Falcon DropShip landed, two Points of fighters from each side engaged. The Falcons came out ahead by retaining two functional fighters; the rest on both sides were shot down or retired due to damage. The two Falcon fighters, however, were in no shape to fly near the anti-aircraft guns of the fortress. The lack of air cover left a Trinary of 'Mechs on both sides to decide the trial, with the Spirits having a decided defensive edge with the weaponry of the fortress. The Falcons advanced until they could see the Spirits a kilometer away, waiting just outside the fortification, which began firing its artillery piece at the Falcons and slowly finding range to them.

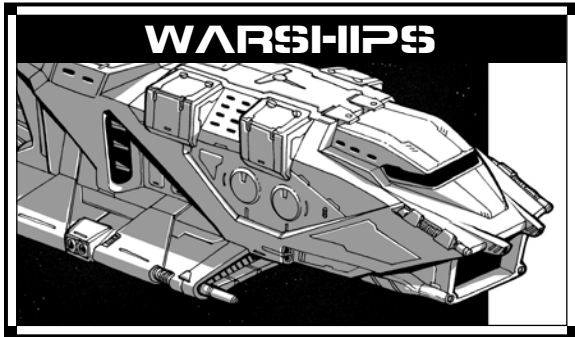
Then the fortress shook. At first, the Spirit commander thought it was an earthquake. Then reports from his warriors outside told of columns of bright light coming from the sky, coinciding with each hit: the *Green Kestrel* was bombarding them. The Spirit 'Mechs quickly sallied forth in an attempt to win the battle on the ground, but the Falcons were ready for them. After a few minutes of combat, the Spirits conceded and brought the Russets to the Falcon DropShip, along with their disgraced former commander.

Notable Units

The Green Kestrel: The most well-known and active *Peregrine*, the *Green Kestrel* was typically the center of a small task force, either for trials in systems held by multiple Clans where a "sensor error" could result in a destroyed JumpShip, or for exploring new systems. Notably, it not only led the force which discovered the Hazen system, but it also spent five years there as the mining colony was established, occasionally returning to Ironhold to resupply. Sadly, the vanadium vein on Hazen ran dry and was set to

be abandoned after only eight years of operations. Clan Steel Viper, unaware of the failure, bid for the system. The Falcons responded with a two-part trial, and, thanks to the swift maneuvering of the *Green Kestrel*, won a shipment of aluminum while the Vipers were left with a worthless system.

The Silver Merlin: Famous among the Clans for its history of finding and rooting out members of the Dark Caste, the *Silver Merlin's* crews took to such missions with relish; they would otherwise likely never see more activity than escorting ground forces or merchant vessels. Initial successes allowed the vessel wider latitude to continue operations under its commander's discretion, and it was often on extended duty for months or even years at a time. Jade Falcon leadership expected a similarly long trip when the ship left on another hunting mission in 3045, but its departure was the last time the *Silver Merlin* was seen by the Clans. The *Merlin* remained unaccounted for after the Jihad, though unconfirmed reports from the Deep Periphery suggest the Blakist-affiliated Green Ghosts are either in possession of, or in the company of, an unknown *Peregrine*-class vessel.



Introduced in 2951, Clan Wolf's *Molniya*-class were light WarShips intended to be a learning experience for the Wolf aerospace industry, as the first all-new WarShip built by that Clan. Its systems were meant to be designed and built domestically, giving the Clan experience necessary to answer the thirtieth-century naval arms race among the Clan Homeworlds with something other than retrofitted centuries-old SLDF WarShips. Besides a tonnage limited by domestic industry, the ship's performance was decided by a warrior caste committee that included MechWarriors more interested in an armed transport than a corvette. This left the *Molniya* unpopular with Wolf naval personnel even before the Trial of Lum.

Capabilities

In concept and final capabilities, the *Molnias*—"lightning" in Russian—share a coincidental similarity with the Federated Commonwealth's *Fox*-class. The *Molnias* were optimized for DropShip carriage over weaponry, with successive drafts trading heavier naval weapons for AR-10s and almost unintentionally giving the ship a respectable array of lightweight and flexible missile launchers.

Chronic failures by Wolf engineers to manufacture WarShip-scale fusion engines led to the fateful decision to import engines from Clan Snow Raven. These engines gave the *Molnias* an adequate 2 Gs of sustained thrust, enough to avoid larger battlewagons and pace the five DropShips it carried. The original shuttle bay eventually grew to accommodate four Stars of fighters.

Finally, *Molnias* were also notoriously difficult to maintain, a result of poor systems layouts by novice engineers.

Deployment

In 2966, Clan Wolf deployed four of its six *Molnias* to the Snow Raven world of Lum, which had numerous factory stations at its L4 and L5 LaGrange points. The Wolves hoped to take a single station (and its personnel) constructing WarShip fusion engines. Through a Trial of Possession, the Wolves would rectify their domestic inability to master WarShip engine construction.

The Wolves approached the Trial of Lum with reasonable care. The Trial challenge was issued at a time when their Watch indicated most Raven WarShips were deployed elsewhere, and the Wolf flotilla jumped to Lum's L1 point to limit the Ravens' response time. To avoid counter-trials in a Raven-dominated system, the Wolves planned to remove the station's manufacturing equipment and personnel as *isorla* in numerous freighters. Many of the *Molnias*' DropShip collars thus carried cargo DropShips—not that the Wolves had enough assault or carrier DropShips to fill twenty collars for one Trial of Possession.

The Snow Ravens were aware of the Wolves' plans; clumsy, obvious questioning by visiting Wolf merchants had telegraphed their intent months in advance. The Ravens had the entire Swift Wing Naval Assault Star waiting, supplemented by the *Corvidae*, the Snow Ravens' first *York*-class carrier to emerge from the Lum shipyards. After initial bidding, only the *Corvidae* and an additional fighter Cluster from Delta Galaxy were sent to match the four *Molnias* and their handful of combatant DropShips.

The trial was a debacle for the Wolves. While the Snow Raven station-based fighter Cluster made a slower, conventional approach to the *Molnias*, the *Corvidae* charged and released its fighters for a high-speed closing engagement. The carrier's fighters ably bombed and raked the thin-skinned Wolf ships. The *Corvidae*, meanwhile, braked after releasing its fighters to match the Wolves' velocity and lash them with its heavier naval weapons. The Wolf fighters blundered by splitting up to deal with the multiple

threats, preventing them from dealing effectively with any of them.

The Wolves retreated after the outright destruction of one *Molniya* but were not immediately granted *hegira*. Instead, one *Molniya*, the *Tundra*, advanced to scatter the approaching fighter Cluster while its two badly mauled sister ships withdrew. The performance of the *Tundra* was sufficient enough to impress the Snow Ravens, who granted *hegira* to the survivors.

Recriminations from the Battle of Lum would echo through the Wolf Clan naval forces for decades. The two surviving *Molnias* from Lum were never repaired, while the remaining two were later scrapped. The class ceased to exist by the dawn of the fourth millennium.

Notable Units

Tundra: The *Tundra* was a bright point in the otherwise lackluster performance of the class at Lum. The *Tundra*'s veteran gunnery team drilled relentlessly for the Trial of Possession, and their masterful use of capital missiles—particularly over-the-shoulder waypoint launches that concentrated AR-10 volleys—disrupted several bombing attempts by Raven fighter Stars during the withdrawal of its sister ships. This stalwart stand won the *Tundra* two things: the focused attention of *Corvidae*, which destroyed the lighter ship with its bow and broadside naval autocannons, and *hegira* for the Wolf survivors.

Notes: Features the following Design Quirks: Difficult to Maintain and Bad Reputation.

Tech: Clan
Introduced: 2951
Mass: 240,000 tons
Length: 540 meters
Sail Diameter: 980 meters
Fuel: 1,000 tons (5,000)
Tons/Burn-day: 19.75
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 7
Heat Sinks: 384 (768)
Structural Integrity: 40
Battle Value: 40,030

Weapons: Arc (Heat) Type Nose (149 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 NAC/10 (40 rounds)	20	20	20	—	Capital AC
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 LRM 15 (64 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
4 SRM 6 (60 rounds)	3 (32)	—	—	—	SRM
5 AMS (600 rounds)	—	—	—	—	Point Defense
FL/FR (149 Heat) 3 AR-10	*	*	*	*	Capital Missile
	(30 KW, 30 WS, 60 B)				
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 LRM 15 (64 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
4 SRM 6 (60 rounds)	3 (32)	—	—	—	SRM
5 AMS (600 rounds)	—	—	—	—	Point Defense
LBS/RBS (60 Heat) 2 NAC/10 (40 rounds)	20	20	20	—	Capital AC

Weapons: Arc (Heat) Type AL/AR (149 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
3 AR-10	*	*	*	*	Capital Missile
	(30 KW, 30 WS, 60 B)				
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 LRM 15 (64 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
4 SRM 6 (60 rounds)	3 (32)	—	—	—	SRM
5 AMS (600 rounds)	—	—	—	—	Point Defense
Aft (149 Heat) 2 NAC/10 (40 rounds)	20	20	20	—	Capital AC
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 LRM 15 (64 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
4 SRM 6 (60 rounds)	3 (32)	—	—	—	SRM
5 AMS (600 rounds)	—	—	—	—	Point Defense

* By Missile Type (Heat factored as Killer Whale)

Armor

Nose: 46
Fore-Sides: 46
Aft-Sides: 45
Aft: 45

Cargo

Bay 1: Fighter Cubicles (20) 2 Doors
 Small Craft Cubicles (2) 1 Door
 Bay 2: Cargo (10,280 tons) 1 Door

DropShip Capacity: 5

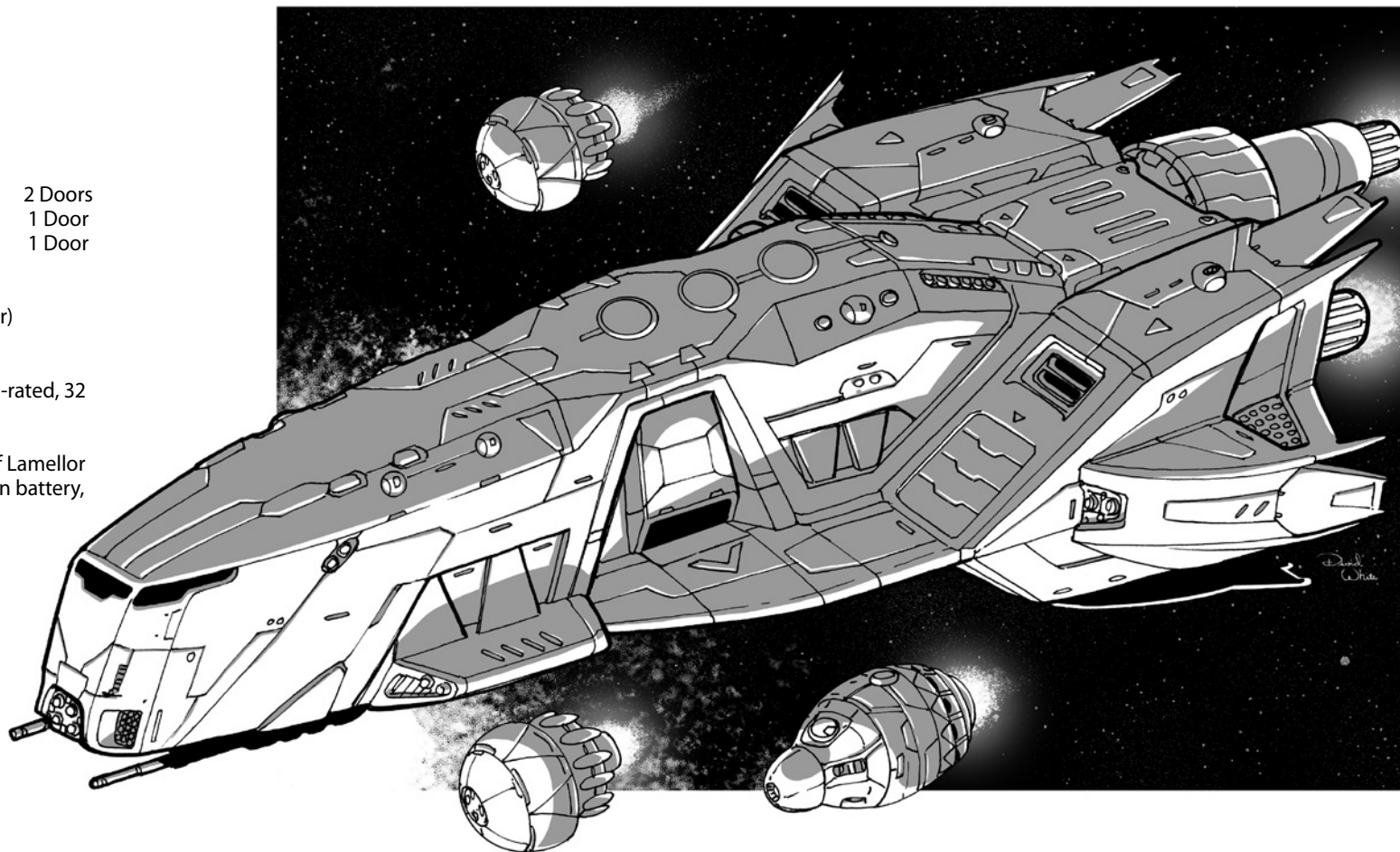
Grav Decks: 1 (75-meter diameter)

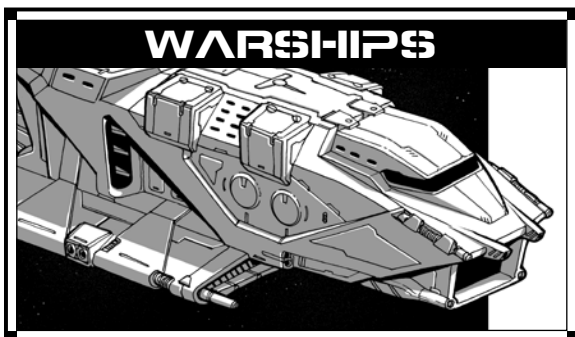
Escape Pods: 15

Life Boats: 15

Crew: 23 officers, 98 enlisted/non-rated, 32 gunners, 50 bay personnel

Notes: Equipped with 192 tons of Lamellor ferro-carbide armor, lithium-fusion battery, and HPG.





Developed toward the end of the Golden Century, the *Corone*-class destroyer was a harbinger of future vessels which would leave the Snow Raven yards at Lum and an example of the direction Clan naval warfare was headed. Designed as a light raider, the *Corones* could work independently and conduct the type of trial warfare that was the norm throughout Clan space.

Capabilities

Despite possessing a lighter tonnage compared to more contemporary ships, the *Corone* carries an impressive amount of armor while also providing a fighter and DropShip capacity more suited to a cruiser of twice its size. Whereas most Star League-era destroyers were originally designed to act in squadrons, the *Corone* was created in line with the new Clan bidding mentality, which would require it to operate independently, jump alone to an objective, and deploy its forces for a decisive strike. The *Corone's* unique combination of heavy DropShip capacity and an unusually large fighter wing made it an ideal deep-penetration vessel, able to operate effectively throughout Clan space. Thanks to its attached HPG, the *Corone* would also excel as a fleet support vessel, providing impressive communications abilities for larger fleet formations whenever the need arose for more than one WarShip to see action.

Deployment

Due to the significant resources necessary to build *Corones*, and the ready availability of old Star League naval hulls, only six *Corones* were constructed

at the Lum Naval Yards. Despite their limited numbers, *Corones* quickly found themselves at the front of Snow Raven trials throughout the 2900s, where they excelled in the new trial-based society. In 2917, the *Corone*-class *Eternal Flight* jumped into the Hellgate system to launch a Trial of Possession for some of the dome facilities on-planet. Bidding its aerospace fighters against the defending Steel Viper garrison force, the *Corone* made for an imposing spectator to the ensuing combat. While the Ravens lost the trial, the *Eternal Flight* would participate in no fewer than ten other trials over Hellgate, thereby slowing the Steel Vipers' hold upon the planet.

In 2920, the *Corones* would finally prove their combat value. Learning that Clan Steel Viper was moving to take control of Strato Domingo, the Snow Ravens sent the *Raven's Wing* to prevent the takeover. Unwilling to provide *safcon* to the Vipers, the *Corone* destroyer moved to engage the Viper *Essex* and DropShips in orbit. Using its large fighter wing and attendant assault ships, the *Corone* cut through the Viper ships and inflicted enough damage against the *Martial Legacy* to make it withdraw from combat.

Unfortunately, the *Corones* early successes would prove to be their downfall. Seeing the effectiveness of the light WarShip, the other Clans were quick to capitalize on the lessons taught by its design. Thirty-two years after the *Corone's* launch, the *York* refit destroyer delivered a faster vessel with both heavier firepower and nearly triple the fighter capacity. Fifteen years after the *York*, the development of the *Fredasa* corvette resulted in an even faster vessel with an identical fighter compliment that was not nearly as maintenance-intensive. However, the Ravens would use the *Corone* as the basis for the larger *Nightlord*-class before retiring the two remaining *Corones* to mothball in 2946.

Notable Units

Regal Claw: Following a raid by Clan Ghost Bear against the Lum Naval Yards in 2926, Star Commodore Rachel Lankenau dispatched the CSR *Regal Claw* to the Bearclaw system for a retaliatory strike. Jumping close to the planet, the *Regal Claw* was surprised to find a Bear cruiser in orbit. Immediately challenged

by the Ghost Bears, Lankenau did not back down from the fight. Despite the superiority of the Raven pilots, the heavier *Bear's Den* shredded the *Claw*.

Tech: Clan

Introduced: 2915

Mass: 290,000 tons

Length: 670 meters

Sail Diameter: 1,000 meters

Fuel: 4,000 tons (10,000)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 4

KF Drive Integrity: 8

Heat Sinks: 368 (736)

Structural Integrity: 47

Battle Value: 37,075

Armor

Nose: 55

Fore-Sides: 55

Aft-Sides: 55

Aft: 54

Cargo

Bay 1: Fighter Cubicles (20) 2 Doors

Bay 2: BattleMech Cubicles (45) 3 Doors

Bay 3: Cargo (35,810 tons) 1 Door

DropShip Capacity: 4

Grav Decks: 2 (75-meter diameter)

Escape Pods: 30

Life Boats: 15

Crew: 25 officers, 98 enlisted/non-rated, 42 gunners, 130 bay personnel, 25 BA Marines

Notes: Equipped with 272 tons of Lamellor ferro-carbide armor, lithium-fusion battery, and HPG.

Weapons:

Arc (Heat) Type

Nose (211 Heat)

1 NAC/10 (20 rounds)

1 NL35

1 Light NPPC

2 ER Large Lasers

FL/FR (206 Heat)

1 NAC/10 (20 rounds)

1 NL45

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 NL35	4	4	4	—	Capital Laser
1 Light NPPC	7	7	7	—	Capital PPC
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
FL/FR (206 Heat)					
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 NL45	8	8	8	5	Capital Laser
1 NL35					
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
2 ER PPC	3 (30)	3 (30)	3 (30)	3 (30)	PPC
LBS/RBS (189 Heat)					
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 Light NPPC	7	7	7	—	Capital PPC
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser

Weapons:

Arc (Heat) Type

AL/AR (206 Heat)

1 NAC/10 (20 rounds)

1 NL45

2 ER Large Lasers

2 ER PPC

Aft (211 Heat)

1 NAC/10 (20 rounds)

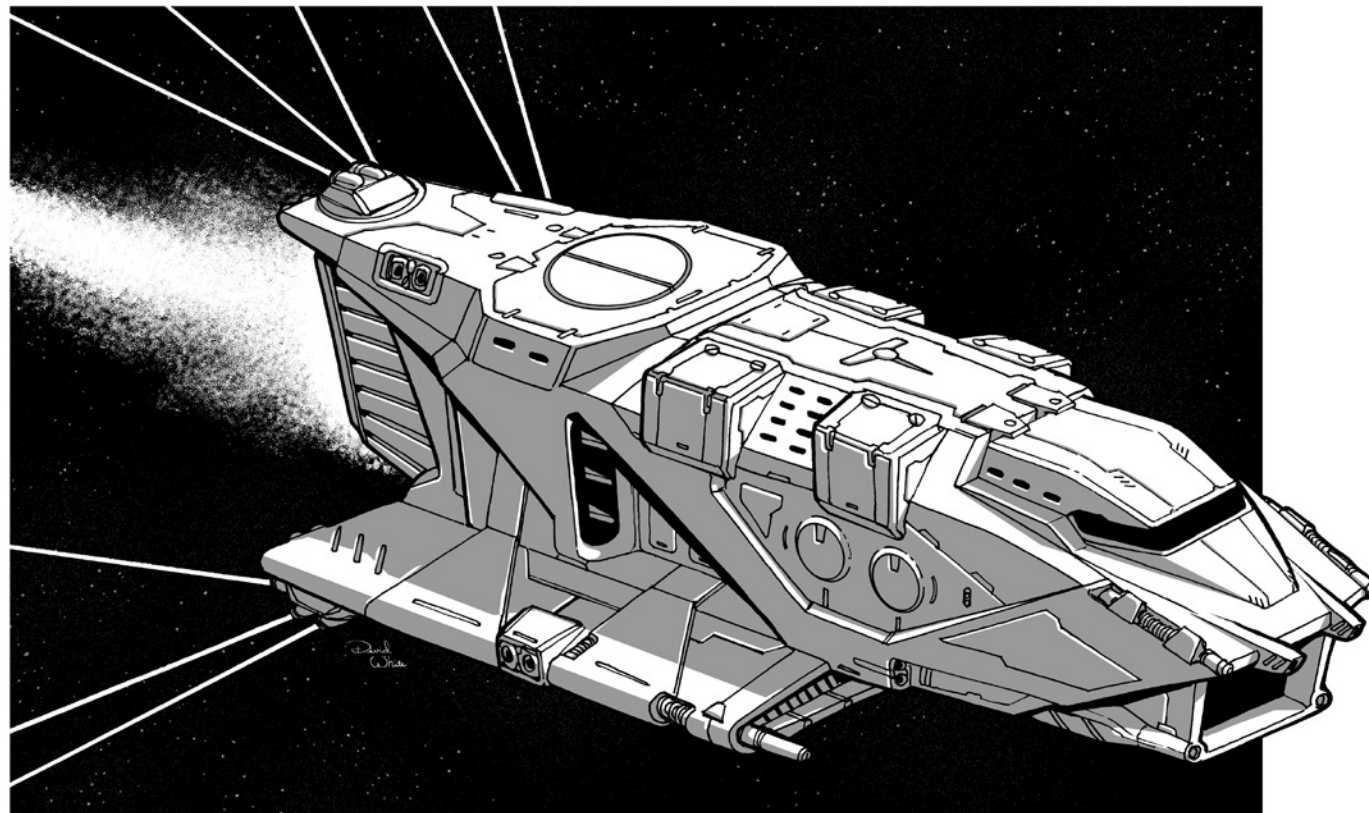
1 NL35

1 Light NPPC

2 ER Large Lasers

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 NL45	8	8	8	5	Capital Laser
1 NL35					
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
2 ER PPC	3 (30)	3 (30)	3 (30)	3 (30)	PPC
Aft (211 Heat)					
1 NAC/10 (20 rounds)	30	30	30	—	Capital AC
1 NL35	4	4	4	—	Capital Laser
1 Light NPPC	7	7	7	—	Capital PPC
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser



Before the technological renaissance of the Golden Century, even before Operation Klondike reclaimed the Pentagon worlds, the early Clans pioneered new developments in weapons research projects started during the waning days of the Star League.

In addition to improving on existing SLDF technologies, the nascent Clans worked together to create a variety of improved and prototype weapons that saw extensive field-testing during Klondike and would eventually evolve into the standard Clan-spec form in common use today. In the years between the end of Klondike and the start of the Golden Century, these early weapon refinements would quickly spread from Clan to Clan and spawn a number of standard production variants in common use within many of the Clans prior to 2834.

Most of these improved and prototype weapons were produced for two decades or less, and along with the loss of Clans Wolverine, Widowmaker and Mongoose, many of these variants were upgraded, cached or otherwise repurposed by the Clans during the waning years of the Golden Century as more modern designs and OmniMechs proliferated across their growing *toumans*.

Vehicles

Zephyr EC: Before the Blood Spirits began isolating themselves, they built a popular armor export around the accessible Zephyr. The interim hovertank saw new prototype lasers replace the standard medium and small lasers, while a new improved SRM 6 freed up tonnage for some additional protection made possible with ferro-fibrous plates.

Manticore EC: Once a state-of-the-art frontline heavy tank, the Manticore was surpassed by more advanced SLDF tanks. Clan Burrock used newer PPC technologies and an improved LRM launcher at the expense of the old medium laser.

Rhino EC: A testbed for new tech, the Coyotes exchanged the LRM 20 launchers for Clan versions while retaining the old SLDF LRM 10 launcher. Both medium lasers were upgraded to prototype lasers and a surplus CASE system was installed to protect against ammunition explosions. Perhaps the most unique addition was a bulldozing unit attached to the chassis before this version of the Rhino was retired from front-line service.

BattleMechs

Phoenix Hawk EC: Goliath Scorpion techs swapped the standard large laser for an improved version to complement the twin prototype medium lasers also installed. The old double heat sinks struggled with the heat load, but it was the lack of CASE for the anti-missile ammunition that caused this 'Mech to disappear from the Scorpion *touman*.

Cestus EC: A rare Fire Mandrill upgrade that added two prototype ER medium lasers taken from the Falcons, two improved large lasers, and an improved Gauss rifle.

Night Hawk EC: A prototype ER medium laser improved the range of the older pulse model, while an additional half ton of armor offered additional protection for aggressive Jaguar warriors.

Talon EC: After trialing for access, the Ice Hellions swapped the old PPC for a new Enhanced ER PPC.

Exterminator EC: A Jade Falcon dueler, the old medium lasers were swapped for four new prototype ER medium lasers. The all-laser armament produced massive heat, but the evolving trial system and added range of the lasers caused few warriors to complain.

Enfield EC: A popular Mongoose 'Mech, the *Enfield* was upgraded with a prototype Ultra-class autocannon and laser package that came with an increase in heat.

Starslayer EC: An interim design built by the Nova Cats, the BattleMech's lasers were all swapped for improved or early Clan prototypes to support the new Streak 4 system won from the Star Adders.

Redback: One of the rare designs produced by the ill-fated Clan Widowmaker, the *Maelstrom*—known as the *Redback* among the Clans—was popular with Widowmaker Mechwarriors after Operation Klondike. The design mounted an Enhanced ER PPC, a Clan standard ER large laser, two SLDF surplus medium pulse lasers and a prototype ER medium laser.

Excalibur EC: After Klondike, Wolf techs radically altered the regular *Excaliburs* in their possession. They replaced the Gauss rifle and LRM launcher with new improved versions, which freed up enough room to include a prototype ER medium laser in the left arm and four tons of additional armor. The biggest change to the old design was the replacement of the single heat sinks with surplus doubles and the move of the anti-missile ammunition to a CASE-protected torso location. Throughout the early Clan years, Wolf *Excaliburs* were some of the coolest-running 'Mechs in clan space.

Emperor EC: Used by the Star Adders, the assault 'Mech was a mix of weapons technologies that included full Clan ER large lasers, prototype Streak launchers and LB-X autocannons, and SLDF-era medium pulse lasers. This version was soon abandoned for the more popular *Highlander*.

Devastator EC: After their withdrawal from the Pentagon, the Clans built a handful of *Devastators* in preparation for Klondike. Using the best technology available, new improved Gauss rifles were installed along with two tons of additional ammunition, another ton of armor and another medium laser. After Klondike, Wolverine engineers installed two Enhanced ER PPCs, updated the torso medium lasers and upgraded the heat sinks to help cope with the tremendous heat produced by the new weapons.

Aerospace Fighters

Sabre EC: Cloud Cobra technicians modified the Clan's remaining stock of Royal *Sabres* with four of the latest prototype ER medium lasers during the Pentagon campaign, before future refinement allowed for all six lasers to be reinstalled on the airframe.

Tomahawk EC: Very popular with early Clan pilots, technicians swapped the twin large lasers for improved versions that freed up enough tonnage for two additional heat sinks, greatly enhancing the staying power of the venerable airframe.

Ironsides EC: Following Klondike, Star Adder scientists began mass-producing prototype Streak systems while continuing to improve the design, and a trade with the Steel Vipers brought new life to the aging Royal *Ironsides* with the replacement of the older SRM 6s for the new Streak 4 launchers.

Rapier EC: Two improved large pulse lasers replaced the older Star League models, but the real change came with the installation of an improved LRM 20 launcher. The weight saved allowed for the addition of three more heat sinks, two more tons of armor, additional AC ammo, and fuel, making the fighter even more dangerous in the hands of skilled Wolverine pilots.

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Water Elemental Mining Suit

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 UW MP: 2

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Basic Manipulator					
1	Industrial Drill					
2	Cutting Torch	[E]				
1	Extended Life Support	[E]				
1	Power Pack	[E]				
1	Searchlight	[E]				
1	Mission Equipment Storage (200 kg)	[E]				

Mechanized: Swarm: Leg: AP:

Armor: Standard (Basic) BV: 171/20



1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

5 ●○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Water Elemental Mining Suit

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 UW MP: 2

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Basic Manipulator					
1	Industrial Drill					
2	Cutting Torch	[E]				
1	Extended Life Support	[E]				
1	Power Pack	[E]				
1	Searchlight	[E]				
1	Mission Equipment Storage (200 kg)	[E]				

Mechanized: Swarm: Leg: AP:

Armor: Standard (Basic) BV: 171/20



1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

5 ●○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Water Elemental Mining Suit

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 UW MP: 2

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Basic Manipulator					
1	Industrial Drill					
2	Cutting Torch	[E]				
1	Extended Life Support	[E]				
1	Power Pack	[E]				
1	Searchlight	[E]				
1	Mission Equipment Storage (200 kg)	[E]				

Mechanized: Swarm: Leg: AP:

Armor: Standard (Basic) BV: 171/20



1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

5 ●○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Water Elemental Mining Suit

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 UW MP: 2

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Basic Manipulator					
1	Industrial Drill					
2	Cutting Torch	[E]				
1	Extended Life Support	[E]				
1	Power Pack	[E]				
1	Searchlight	[E]				
1	Mission Equipment Storage (200 kg)	[E]				

Mechanized: Swarm: Leg: AP:

Armor: Standard (Basic) BV: 171/20



1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

5 ●○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Water Elemental Mining Suit

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 UW MP: 2

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Basic Manipulator					
1	Industrial Drill					
2	Cutting Torch	[E]				
1	Extended Life Support	[E]				
1	Power Pack	[E]				
1	Searchlight	[E]				
1	Mission Equipment Storage (200 kg)	[E]				

Mechanized: Swarm: Leg: AP:

Armor: Standard (Basic) BV: 171/20



1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

5 ●○○○○○○○

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

*Mech prone -2

*Mech or vehicle immobile -4

*Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Right Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



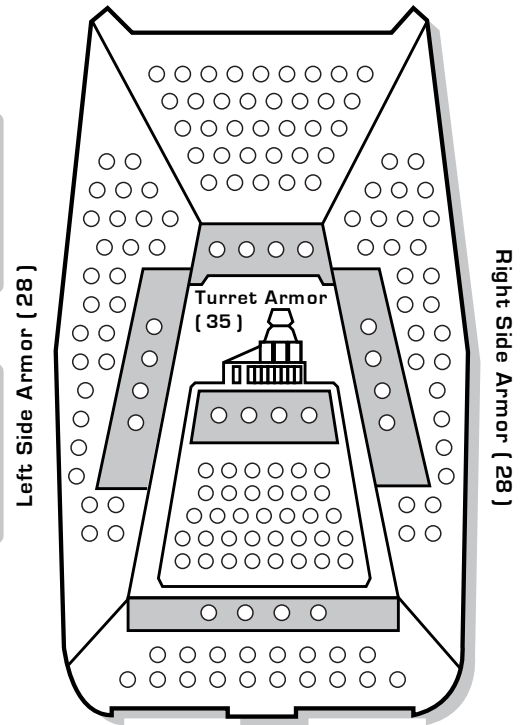
*Unit 1 and Unit 2 represent two battle armor units.

BATTLETECH™

HOVER VEHICLE RECORD SHEET

ARMOR DIAGRAM

Front Armor
(35)



VEHICLE DATA

Type: Zephyr Hovertank EC

Movement Points: **Tonnage:** 40
 Cruising: 9 **Tech Base:** Mixed
 Flanking: 14 **Rules Level:** Experimental
 Movement Type: Hover **Role:** Scout
 Engine Type: Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved SRM 6	FR	2/Msl [M,C,S]	-	4	8	12
1	TAG	TU	[E]	-	5	9	15
2	ER Medium Laser (P)	TU	5 [DE]	-	4	8	12
1	ECM Suite (Guardian)	BD	[E]	-	-	-	-

Ammo: [Improved SRM 6] 30

BV: 967



CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor
(18)



GROUND COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front [critical]	Rear [critical]	Side [critical]
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side [critical]*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret [critical]	Turret [critical]	Turret [critical]

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in Total Warfare for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in Total Warfare for more information).

‡ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	W/ICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	LOCATION HIT		
	FRONT	SIDE	REAR
2-5	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

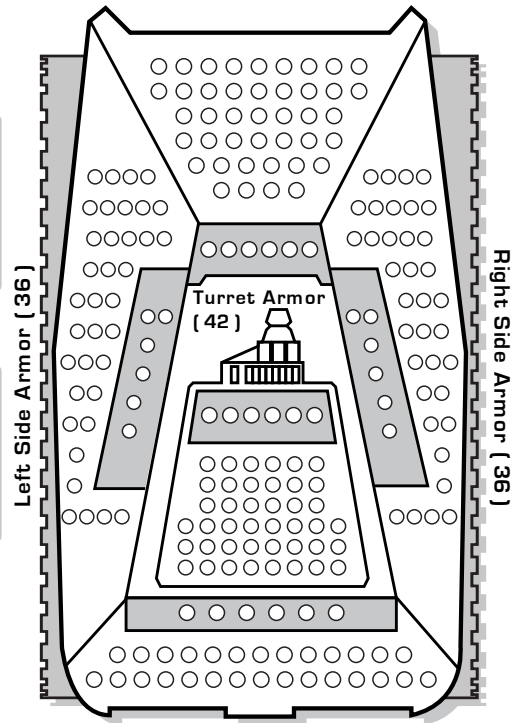
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Front Armor
(42)



VEHICLE DATA

Type: Manticore Heavy Tank EC

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Mixed
 Flanking: 6 **Rules Level:** Experimental
 Movement Type: Tracked **Role:** Brawler
 Engine Type: Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	TU	2/Msl [M,C,S]	-	3	6	9
1	Improved LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	Enhanced PPC	TU	12 [DE]	-	7	14	23

Ammo: [Improved LRM 10] 24, [SRM 6] 15

BV: 1,147

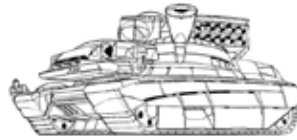


CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor
(28)



GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front [critical]	Rear [critical]	Side [critical]
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side [critical]*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret [critical]	Turret [critical]	Turret [critical]

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in Total Warfare for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in Total Warfare for more information).

‡ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	W/ICE	+4

* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	LOCATION HIT	REAR	TURRET
2-5	No Critical Hit		No Critical Hit	No Critical Hit
6	Driver Hit		Weapon Malfunction	Stabilizer
7	Weapon Malfunction		Cargo/Infantry Hit	Turret Jam
8	Stabilizer		Crew Stunned	Weapon Malfunction
9	Sensors		Stabilizer	Turret Locks
10	Commander Hit		Weapon Destroyed	Weapon Destroyed
11	Weapon Destroyed		Engine Hit	Ammunition**
12	Crew Killed		Engine Hit	Ammunition**
			Fuel Tank*	Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

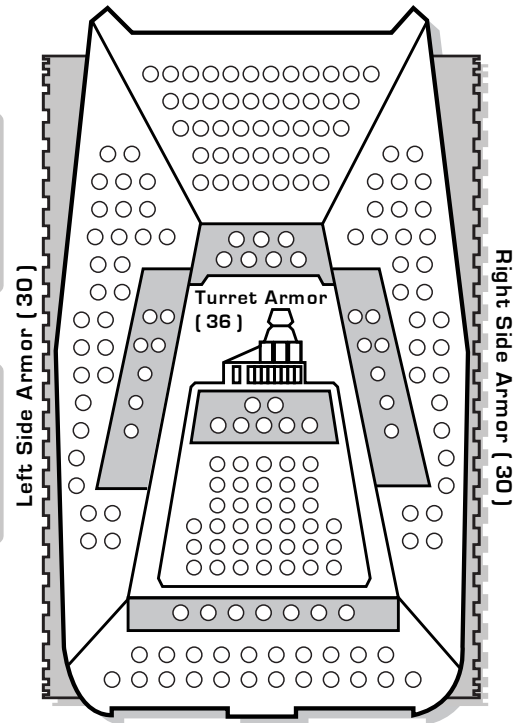
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Front Armor
(45)



VEHICLE DATA

Type: Kokou Defense Tank

Movement Points: **Tonnage:** 70
 Cruising: 2 **Tech Base:** Clan
 Flanking: 3 **Rules Level:** Standard
 Movement Type: Tracked **Role:** Sniper
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	-	7	14	21
3	Large Pulse Laser	TU	10 [P]	-	6	14	20

Ammo: [LRM 10] 12

BV: 1,189



CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor
(22)



GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front [critical]	Rear [critical]	Side [critical]
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side [critical]*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret [critical]	Turret [critical]	Turret [critical]

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in Total Warfare for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in Total Warfare for more information).

‡ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	W/ICE	+4

* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	LOCATION HIT	REAR	TURRET
2-5	No Critical Hit		No Critical Hit	No Critical Hit
6	Driver Hit		Weapon Malfunction	Stabilizer
7	Weapon Malfunction		Cargo/Infantry Hit	Turret Jam
8	Stabilizer		Stabilizer	Weapon Malfunction
9	Sensors		Weapon Destroyed	Turret Locks
10	Commander Hit		Engine Hit	Weapon Destroyed
11	Weapon Destroyed		Ammunition**	Ammunition**
12	Crew Killed		Fuel Tank*	Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

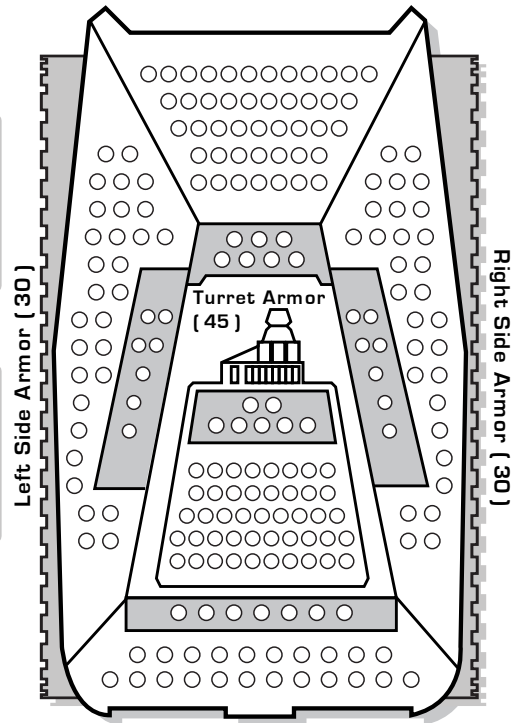
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Front Armor
(45)



VEHICLE DATA

Type: Kokou Defense Tank [XL]
Movement Points: _____ **Tonnage:** 70
Cruising: 3 **Tech Base:** Clan
Flanking: 5 **Rules Level:** Standard
Movement Type: Tracked **Role:** Sniper
Engine Type: XL (Clan)

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	-	7	14	21
3	Large Pulse Laser	TU	10 [P]	-	6	14	20

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit +1 **Driver Hit** +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret

Ammo: [LRM 10] 12

BV: 1,474



Rear Armor
(22)



GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front [critical]	Rear [critical]	Side [critical]
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side [critical]*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret [critical]	Turret [critical]	Turret [critical]

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in Total Warfare for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in Total Warfare for more information).

‡ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	W/ICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	LOCATION HIT	REAR	TURRET
2-5	No Critical Hit		No Critical Hit	No Critical Hit
6	Driver Hit		Weapon Malfunction	Stabilizer
7	Weapon Malfunction		Cargo/Infantry Hit	Turret Jam
8	Stabilizer		Crew Stunned	Weapon Malfunction
9	Sensors		Stabilizer	Turret Locks
10	Commander Hit		Weapon Destroyed	Weapon Destroyed
11	Weapon Destroyed		Engine Hit	Ammunition**
12	Crew Killed		Ammunition**	Turret Blown Off
			Fuel Tank*	

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

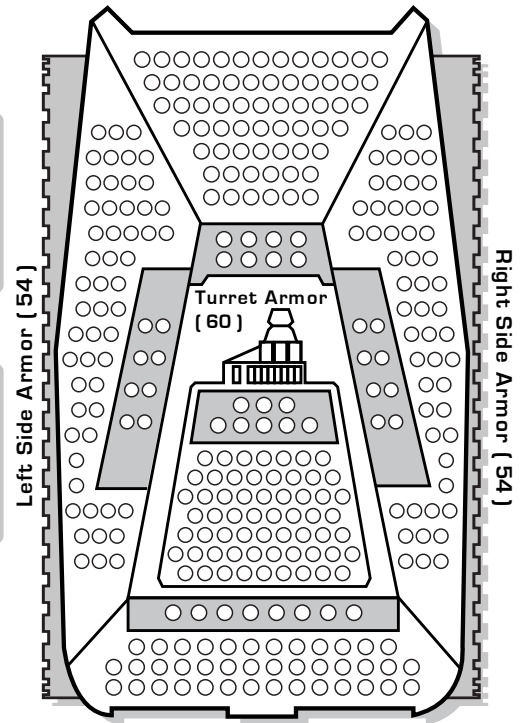
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Front Armor
(64)



VEHICLE DATA

Type: Rhino Fire Support Tank EC

Movement Points: **Tonnage:** 80
 Cruising: 3 **Tech Base:** Mixed
 Flanking: 5 **Rules Level:** Experimental
 Movement Type: Tracked **Role:** Missile Boat
 Engine Type: Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
1	Bulldozer	FR	[E]	-	-	-	-
3	ER Medium Laser (P)	TU	5 [DE]	-	4	8	12
2	LRM 20 (Clan)	TU	1/Msl [M,C,S]	-	7	14	21

Ammo: [LRM 10] 12, [LRM 20] 24

BV: 1,679

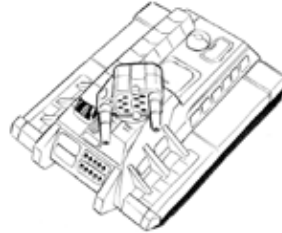


CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor
(40)



GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in Total Warfare for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in Total Warfare for more information).

‡ Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 ROLL	EFFECT*
2-5	No Effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12	Major damage; no movement for the rest of the game Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	W/ICE	+4

* All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	LOCATION HIT	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mongoose C

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	—
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

WARRIOR DATA

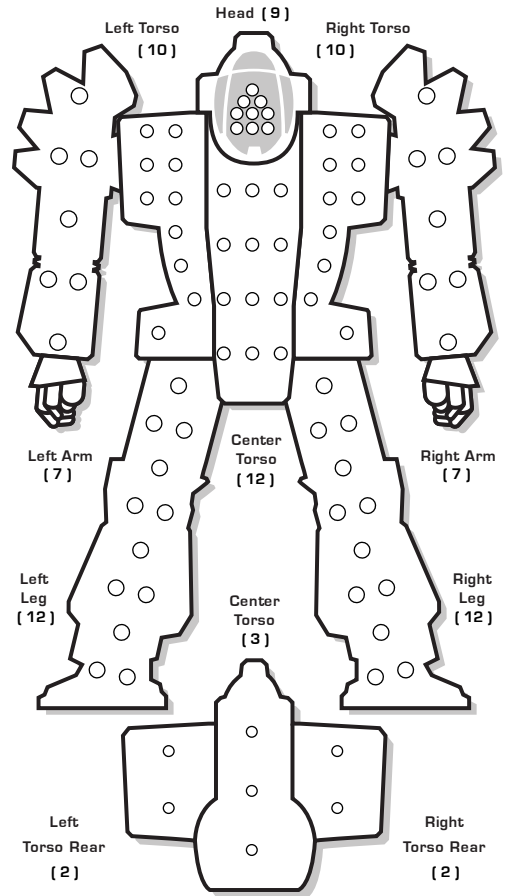
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 1,182



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

1-3

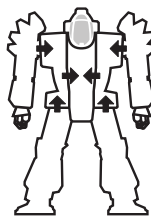
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

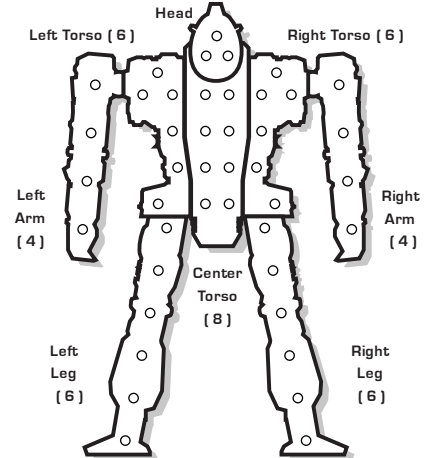
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mongoose C 2

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

WARRIOR DATA

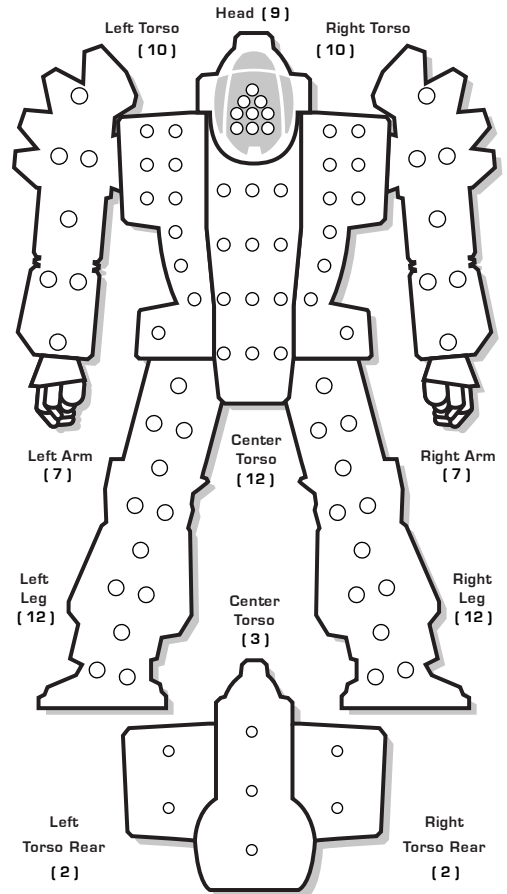
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 1,620



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Active Probe
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel

1-3

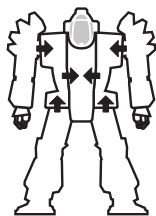
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

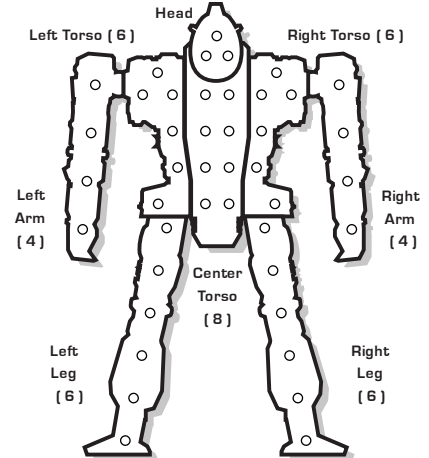
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Night Hawk NTK-2Q-EC

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Mixed
 Running: 9 **Rules Level:** Experimental
 Jumping: 0 **Role:** Striker

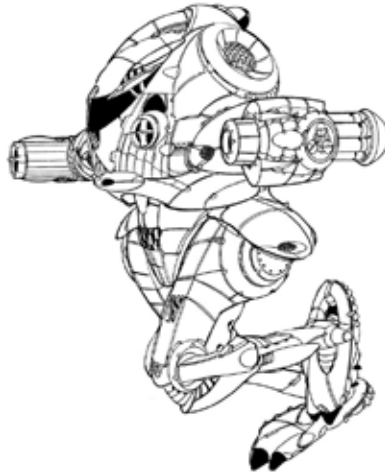
Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	ER Medium Laser (P)	LA	5	5 [DE]	—	4	8	12
1	ER Large Laser (IS)	RA	12	8 [DE]	—	7	14	19
1	Large Laser	CT	8	8 [DE]	—	5	10	15

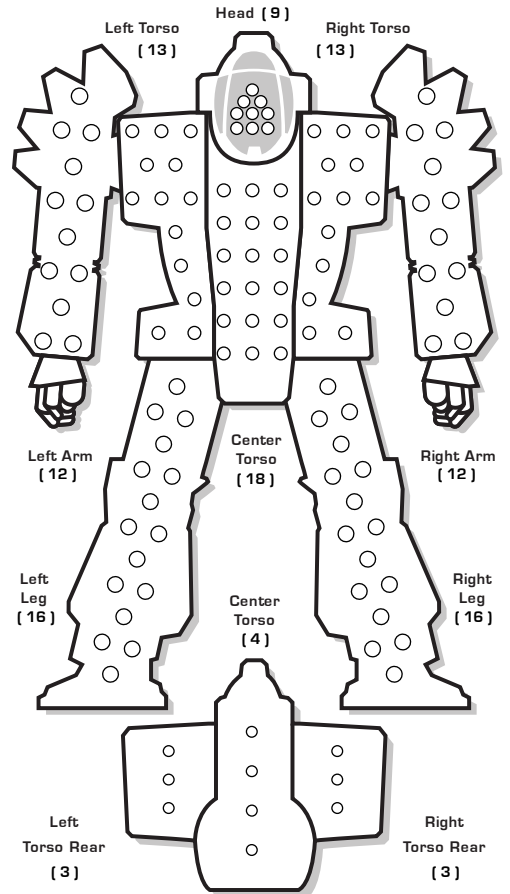
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM

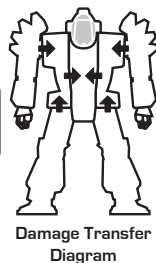


BV: 1,041

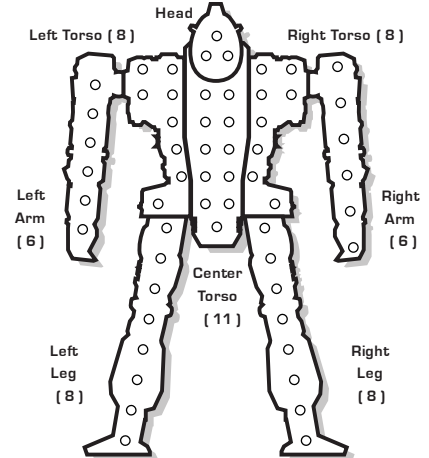
CRITICAL TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser (P) [Clan] Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <ol style="list-style-type: none"> Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again <p>4-6</p> <ol style="list-style-type: none"> Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> XL Fusion Engine Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine <ol style="list-style-type: none"> Large Laser Large Laser | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <ol style="list-style-type: none"> Roll Again Roll Again |
|--|--|---|

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Coyotl Prime

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	LA	3	2/Msl [M,C]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12

Ammo: [LRM 10] 12, [Streak SRM 4] 25

BV: 1,974



WARRIOR DATA

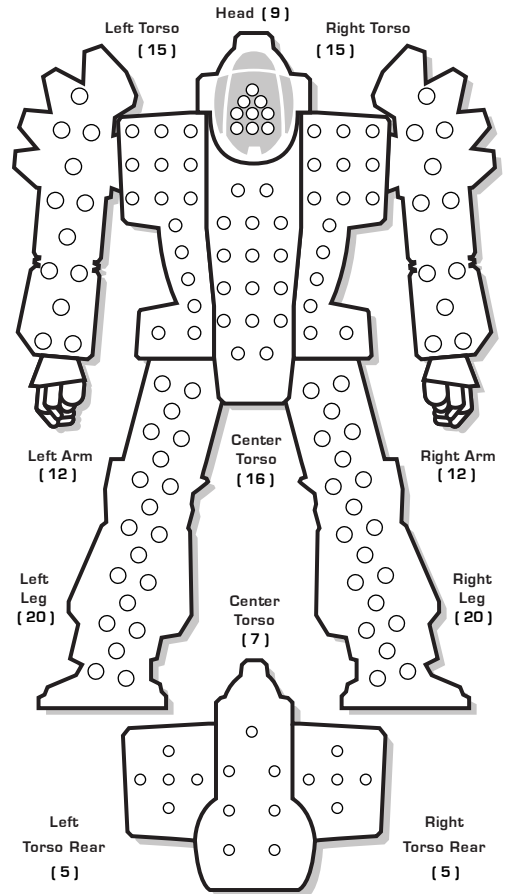
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 4
- Ammo [Streak SRM 4] 25
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo [LRM 10] 12
- Endo Steel
- Endo Steel

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Endo Steel
- Roll Again
- Roll Again

1-3

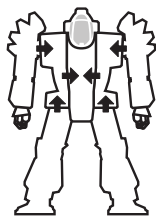
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

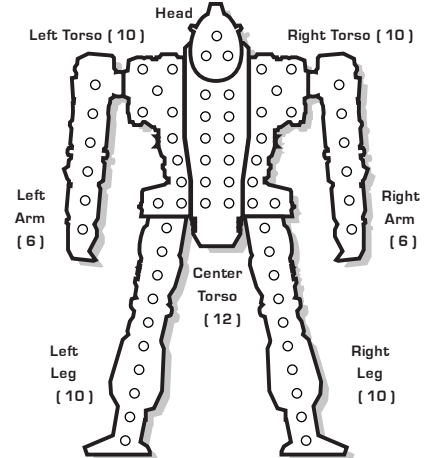
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 11 (22)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Coyote A

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 40

Tech Base: Clan

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6

Ammo: [Streak SRM 4] 25

BV: 1,753



WARRIOR DATA

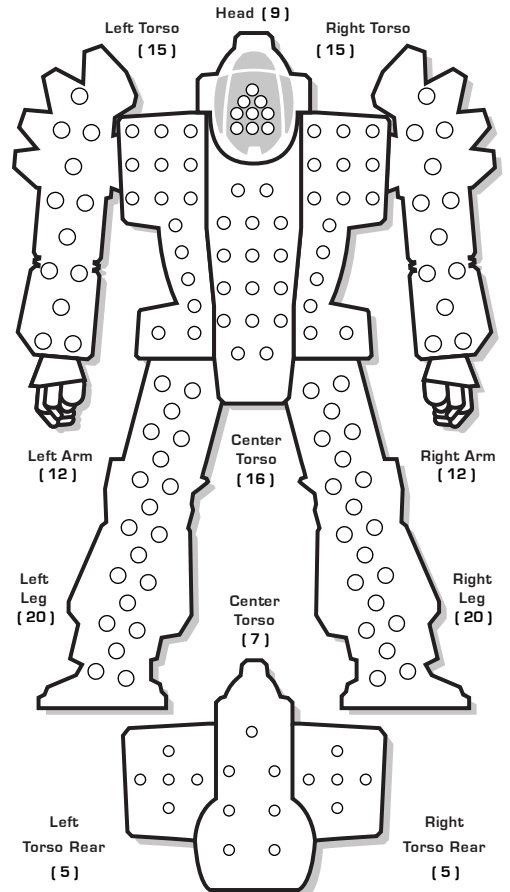
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
 - Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Large Pulse Laser
- Endo Steel

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
 - Gyro
 - Gyro

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Endo Steel

4-6

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Ammo [Streak SRM 4] 25

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

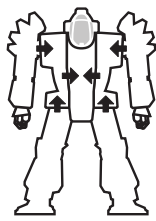
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

4-6

Right Leg

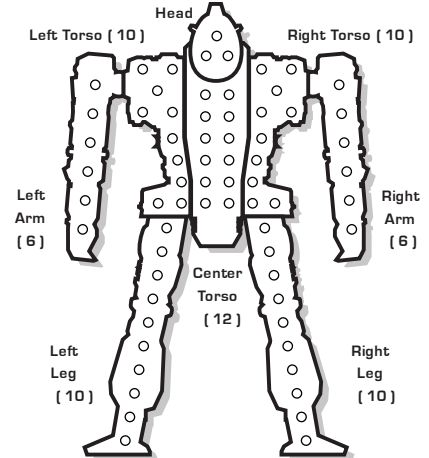
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks:
10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Coyote B

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: [SRM 6] 15, [Ultra AC/10] 20

BV: 1,447



WARRIOR DATA

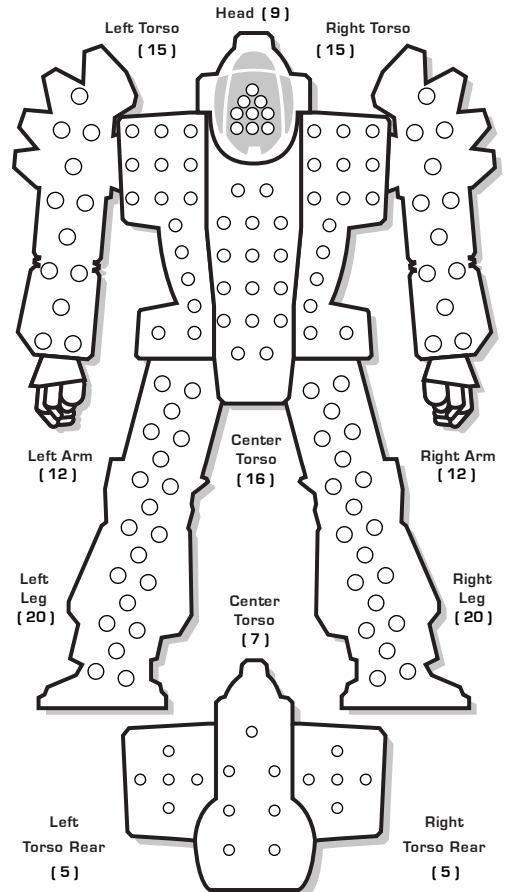
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 6
- Ammo [SRM 6] 15
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel
- Roll Again
- Roll Again

1-3

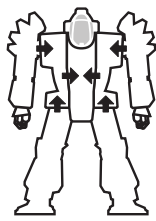
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

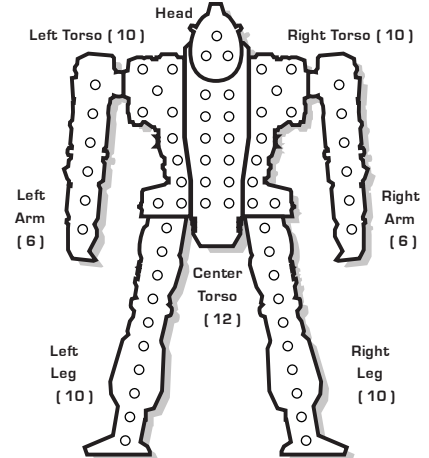
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks:
10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Coyote C

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	LA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	-	3	6	9
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	ECM Suite	LT	-	[E]	-	-	-	-
1	Plasma Cannon	RT	7	[DE,H,AI]	-	6	12	18

Ammo: [ATM 6] 20, [Plasma Cannon] 20

BV: 1,851



WARRIOR DATA

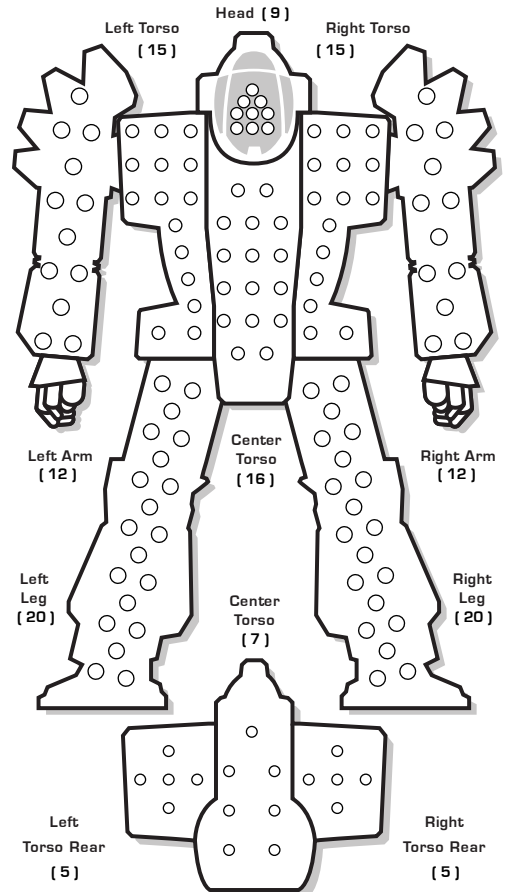
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ATM 6
- ATM 6
- ATM 6

1-3

- Ammo [ATM 6] 10
- Ammo [ATM 6] 10
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

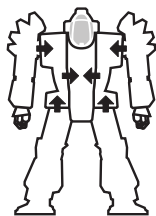
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Plasma Cannon] 10
- Ammo [Plasma Cannon] 10

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Plasma Cannon
- Endo Steel
- Roll Again
- Roll Again

1-3

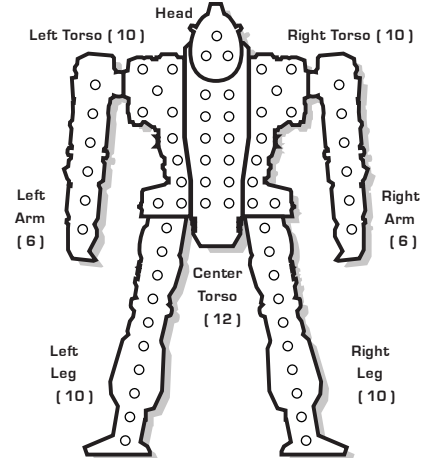
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks:
10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1-EC

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Mixed
Running: 9 **Rules Level:** Experimental
Jumping: 6 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	ER Medium Laser (P)	LA	5	5 [DE]	—	4	8	12
1	Improved Large Laser	RA	8	8 [DE]	—	5	10	15
1	ER Medium Laser (P)	RA	5	5 [DE]	—	4	8	12
1	Anti-Missile System	CT	1	[PD]	—	1	1	1

Ammo: [AMS] 12

BV: 1,206



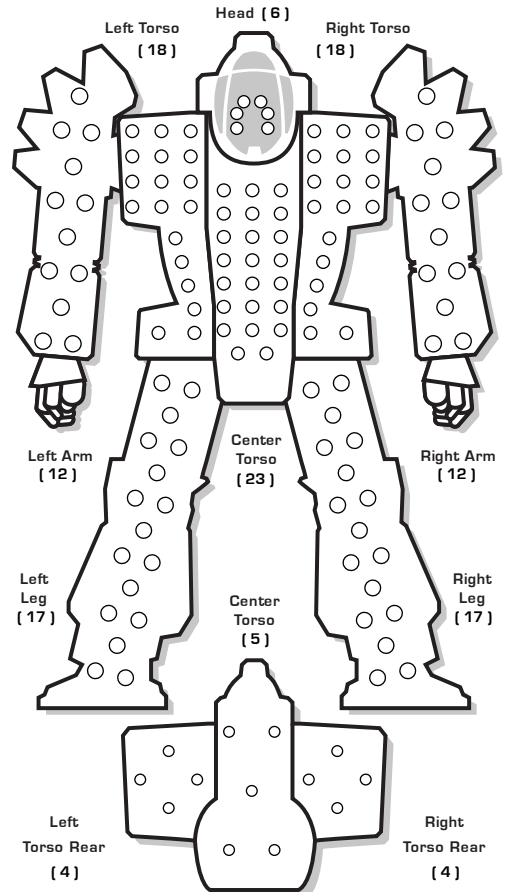
WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



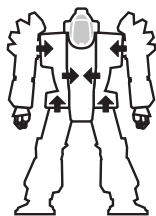
ARMOR DIAGRAM



CRITICAL TABLE

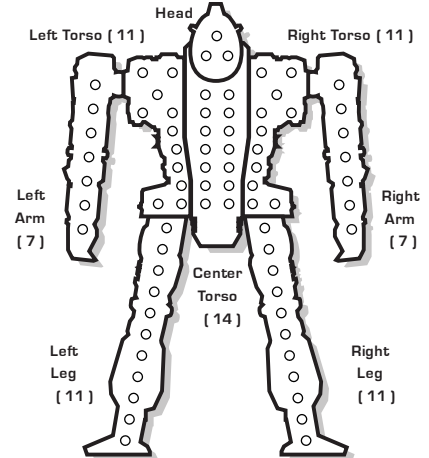
- | | | |
|--|---|--|
| <p>Left Arm</p> <p>1-3</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser (P) [Clan] Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <p>1-3</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Anti-Missile System Ammo [AMS] 12 | <p>Right Arm</p> <p>1-3</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Improved Large Laser [Clan] ER Medium Laser (P) [Clan] <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|--|---|--|

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fox CS-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Mixed

Rules Level: Experimental

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	-	3	6	9
1	Streak SRM 2	RL	2	2/Msl [M,C]	-	3	6	9
1	Improved LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
2	Machine Gun	LA	-	2 [DB,AI]	-	1	2	3
1	Improved LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Machine Gun	RA	-	2 [DB,AI]	-	1	2	3
1	Medium Laser	CT	3	5 [DE]	-	3	6	9

Ammo: [Improved LRM 15] 32, [Machine Gun] 200, [Streak SRM 2] 50

BV: 1,574



WARRIOR DATA

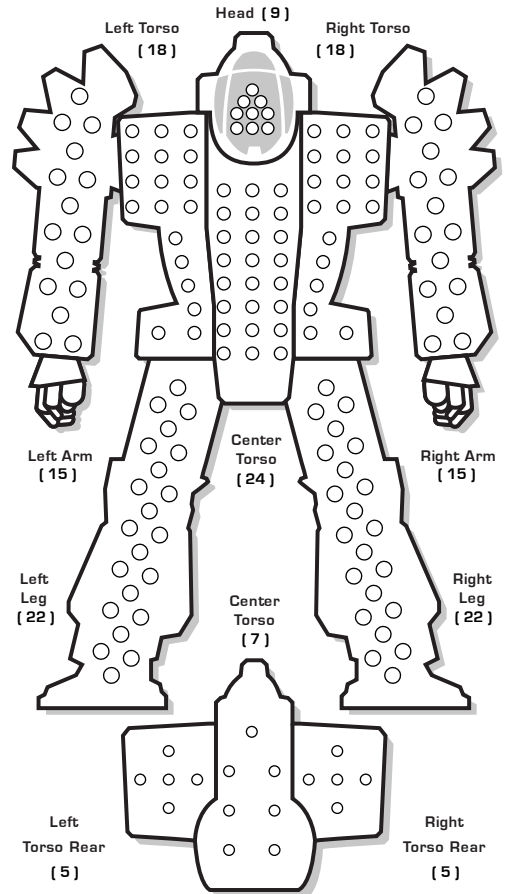
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [Improved LRM 15 [Clan]
- Improved LRM 15 [Clan]
- Medium Laser

1-3

- Machine Gun
- Machine Gun
- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Improved LRM 15] 8
- Ammo [Improved LRM 15] 8
- Ammo [Machine Gun] 100
- CASE

1-3

- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Endo Steel [Clan]

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel [Clan]
- Sensors
- Life Support

1-3

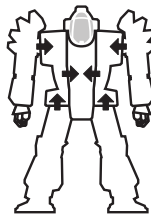
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo [Streak SRM 2] 50

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [Improved LRM 15 [Clan]
- Improved LRM 15 [Clan]
- Medium Laser

1-3

- Machine Gun
- Machine Gun
- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Improved LRM 15] 8
- Ammo [Improved LRM 15] 8
- Ammo [Machine Gun] 100
- CASE

1-3

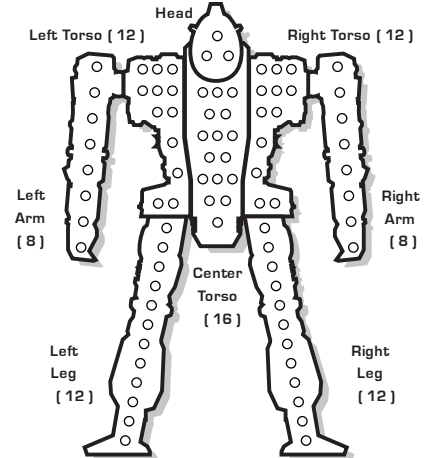
- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Endo Steel [Clan]

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fox

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	-	4	8	12
1	Streak SRM 2	RL	2	2/Msl [M,C]	-	4	8	12
1	LRM 15	LA	5	1/Msl [M,C,S]	-	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
2	Machine Gun	LA	-	2 [DB,AI]	-	1	2	3
1	LRM 15	RA	5	1/Msl [M,C,S]	-	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
2	Machine Gun	RA	-	2 [DB,AI]	-	1	2	3
1	ER Large Laser	CT	12	10 [DE]	-	8	15	25

Ammo: [LRM 15] 32, [Machine Gun] 200, [Streak SRM 2] 50

BV: 2,091



WARRIOR DATA

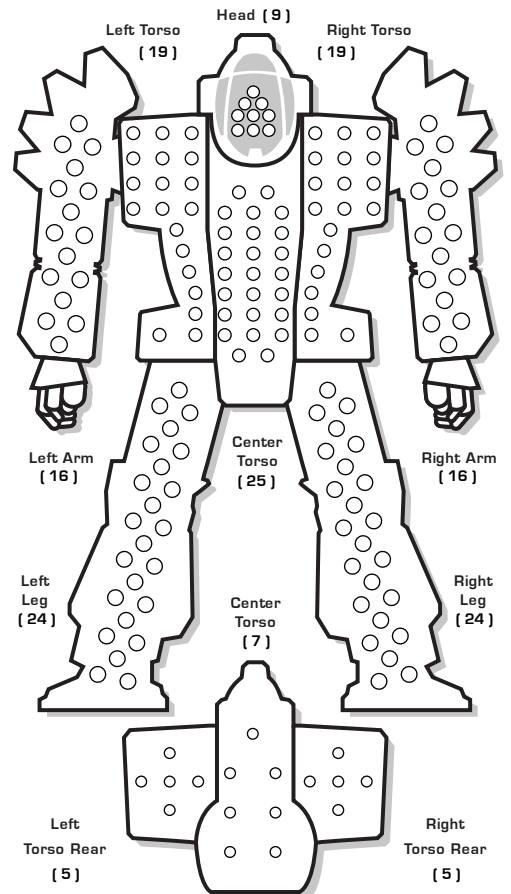
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- ER Medium Laser

1-3

- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Ammo [Streak SRM 2] 50

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- ER Medium Laser

1-3

- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

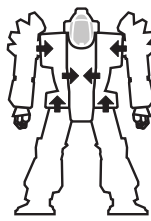
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

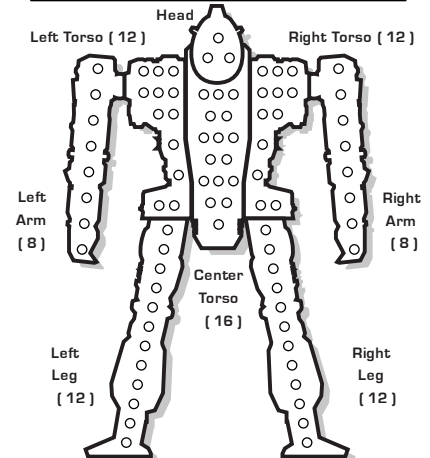
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 11 (22)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Omni-Corvis A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	-	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12
2	Medium Pulse Laser	CT	4	7 [P]	-	4	8	12
1	Small Pulse Laser	HD	2	3 [P,AI]	-	2	4	6

Ammo: [Streak SRM 6] 30

BV: 1,977



WARRIOR DATA

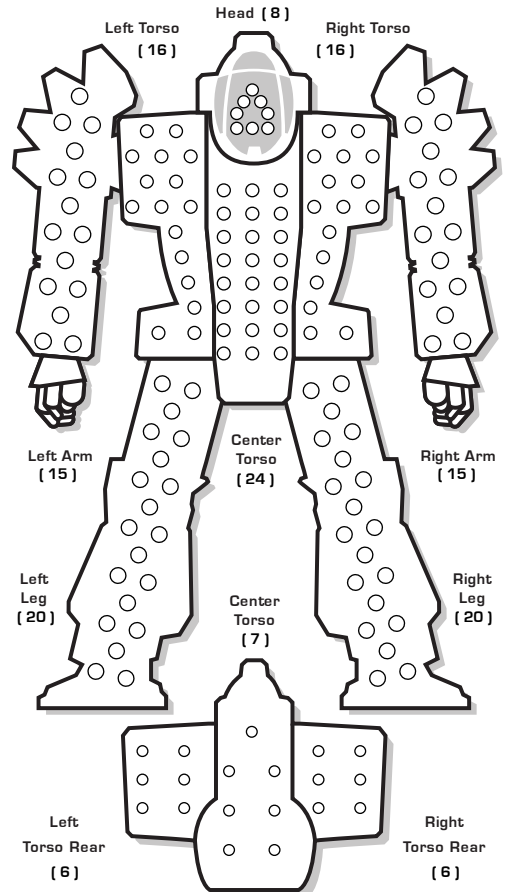
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- [Streak SRM 6]
- [Streak SRM 6]
- Ammo [Streak SRM 6] 15
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- [Streak SRM 6]
- [Streak SRM 6]
- Ammo [Streak SRM 6] 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

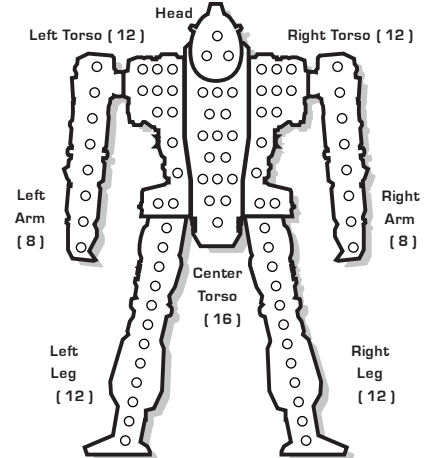
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

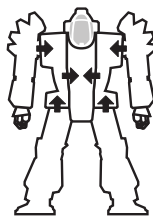
Double Heat Sinks: 10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Omni-Corvis B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Narc	RT	—	[M]	—	4	8	12

Ammo: [LRM 20] 36, [Machine Gun] 100, [Narc] 12

BV: 1,640



WARRIOR DATA

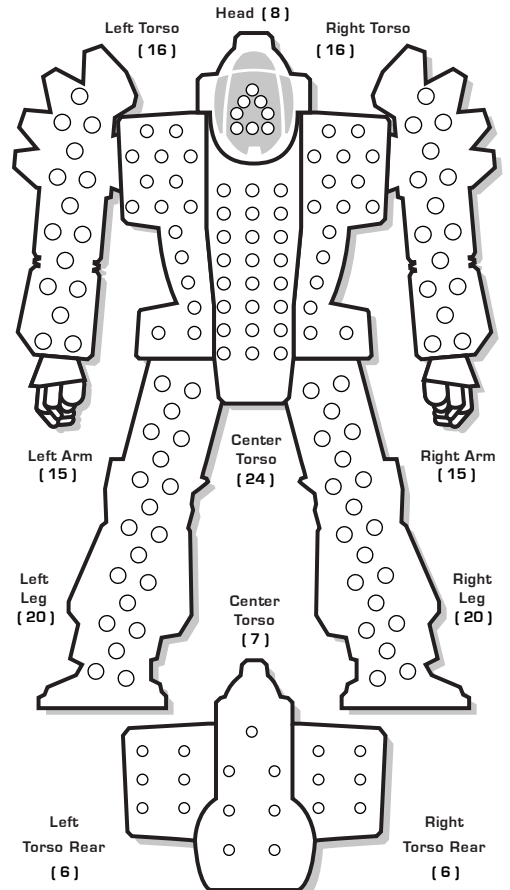
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20

4-6

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Roll Again

Left Torso (CASE)

- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 100
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20

4-6

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Roll Again

Right Torso (CASE)

- Narc
- Ammo [Narc] 6
- Ammo [Narc] 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

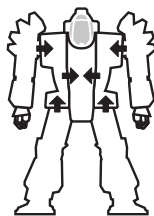
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

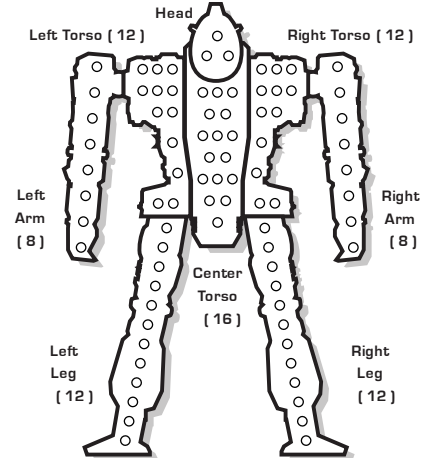
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-2C-EC

Movement Points: **Tonnage:** 50
 Walking: 5 **Tech Base:** Mixed
 Running: 8 **Rules Level:** Experimental
 Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Large Laser	RA	8	8 [DE]	—	5	10	15
1	Streak SRM 4 (P)	LT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser (P)	LT	5	5 [DE]	—	4	8	12
1	Improved Large Laser	RT	8	8 [DE]	—	5	10	15
1	ER Small Laser (P)	HD	2	3 [DE]	—	2	4	5

(hexes)

Ammo: [Streak SRM 4] 25

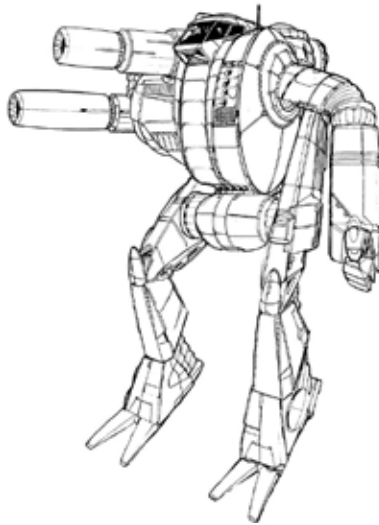
BV: 1,401



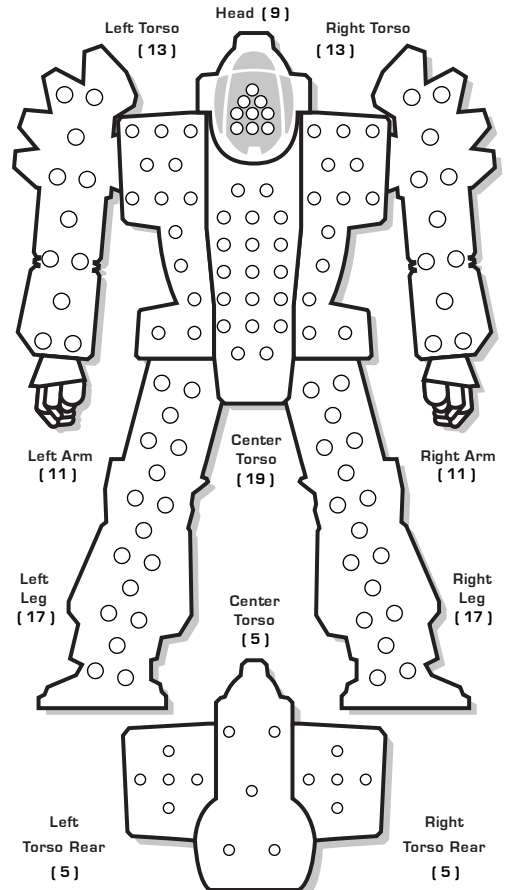
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Jump Jet
 - Jump Jet
 - Streak SRM 4 (P) [Clan]
 - Streak SRM 4 (P) [Clan]
 - ER Medium Laser (P) [Clan]
 - ER Medium Laser (P) [Clan]
- 1-3**
- Ammo [Streak SRM 4] 25
 - CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6**

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser (P) [Clan]
- Sensors
- Life Support

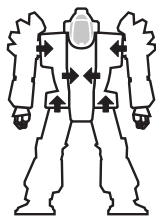
Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Improved Large Laser [Clan]
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 1-3**

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Improved Large Laser [Clan]
- 1-3**

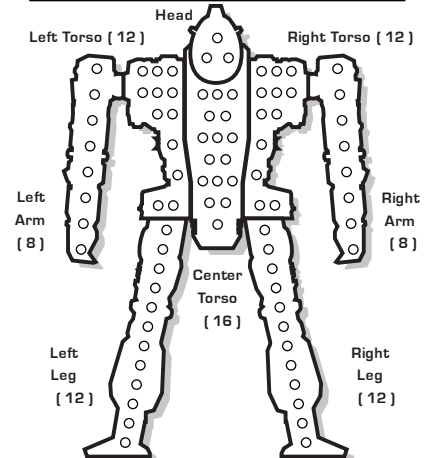
4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 11 (22)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lynx C

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	PPC	RA	15	15 [DE]	—	7	14	23
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

WARRIOR DATA

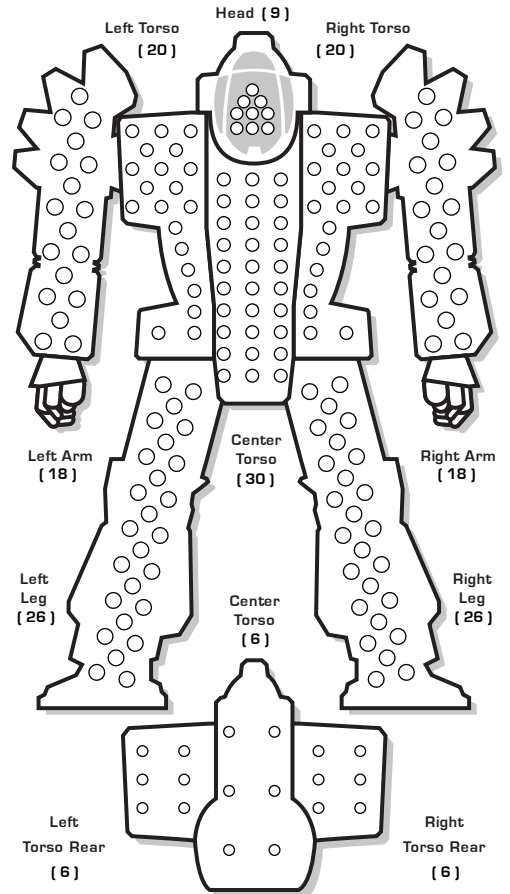
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 2,712



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

1-3

- ER Medium Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Jump Jet

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

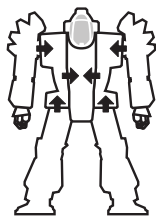
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

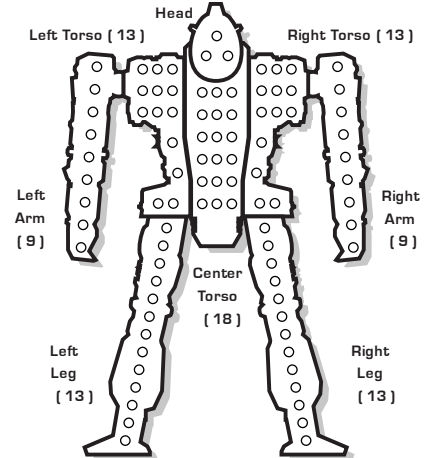
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	-3 Movement Points	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	-2 Movement Points	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	-1 Movement Points	○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Naja KTO-19b-EC

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 [Clan]	LA	6	1/Msl [M,C,S]	—	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
2	Improved SRM 6	RT	4	2/Msl [M,C,S]	—	4	8	12
2	SRM 4 [Clan]	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: [Improved SRM 6] 30, [LRM 20] 6, [SRM 4] 25

BV: 1,552

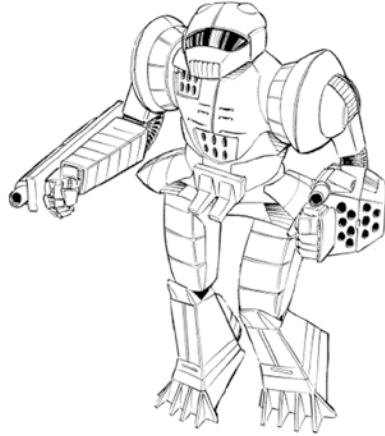


WARRIOR DATA

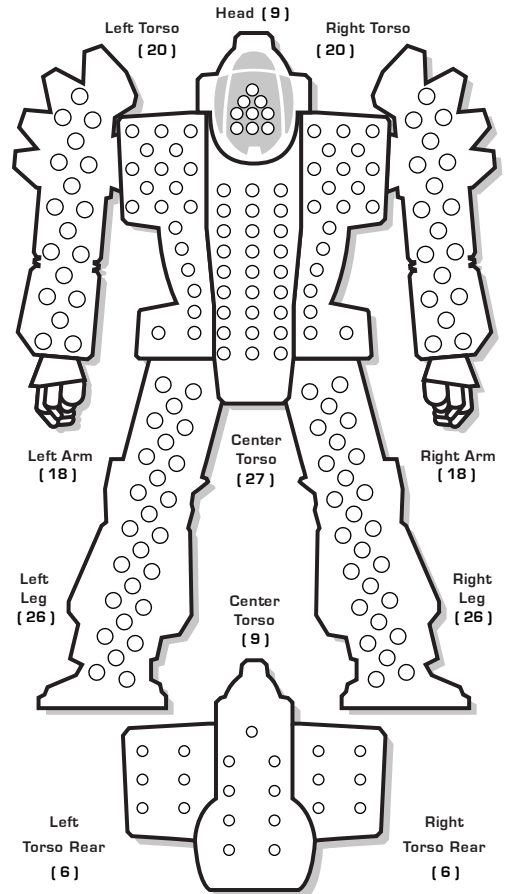
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- LRM 20 [Clan]
- LRM 20 [Clan]

4-6

- LRM 20 [Clan]
- LRM 20 [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo [LRM 20] 6
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 4 [Clan]
- SRM 4 [Clan]

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

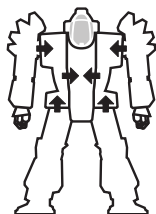
- [Improved SRM 6 [Clan]
- [Improved SRM 6 [Clan]
- [Improved SRM 6 [Clan]
- [Improved SRM 6 [Clan]
- Ammo [Improved SRM 6] 15
- Ammo [Improved SRM 6] 15

4-6

Right Leg

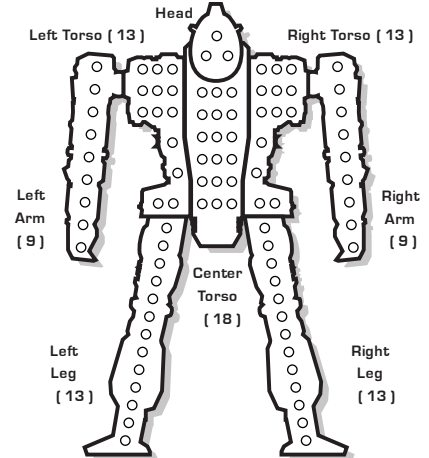
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: **Naja**

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: [LRM 20] 6, [SRM 4] 25

BV: 1,636

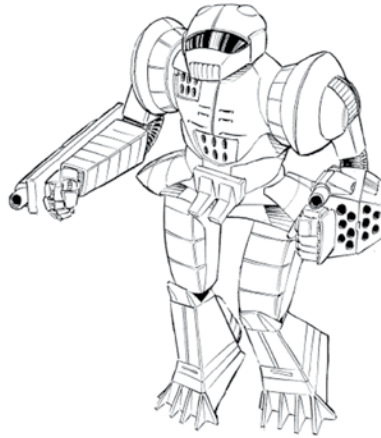


WARRIOR DATA

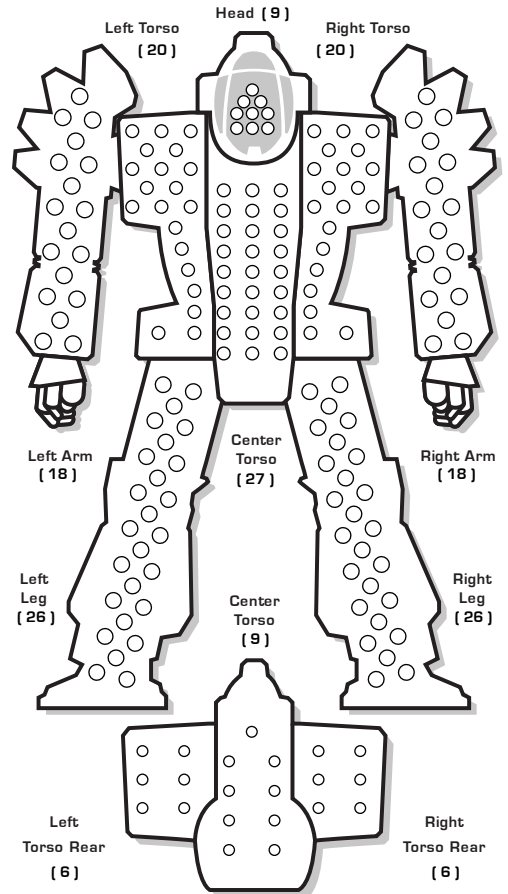
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo [LRM 20] 6
- Ammo [SRM 4] 25

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 4
- SRM 4

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

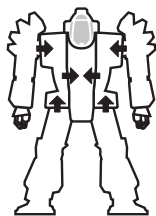
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

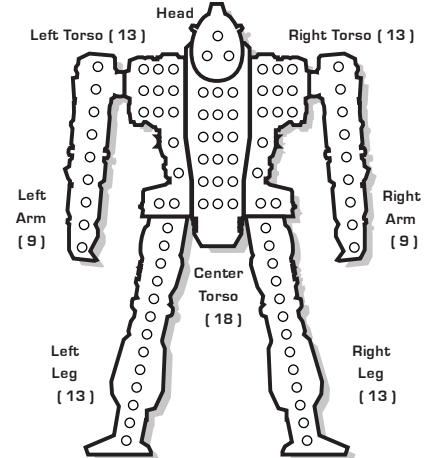
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sun Bear Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RT	7	20/Sht	—	4	8	12

[DB,F/C]

Ammo: [Ultra AC/20] 15

BV: 2,022

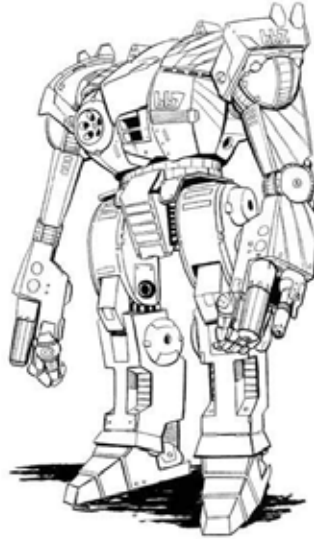


WARRIOR DATA

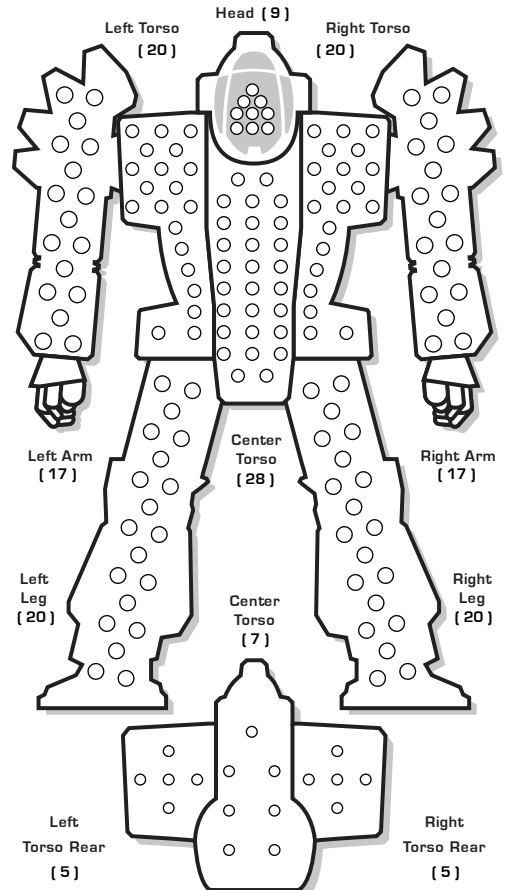
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo [Ultra AC/20] 5
- Ammo [Ultra AC/20] 5

1-3

- Ammo [Ultra AC/20] 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/20
- Ultra AC/20

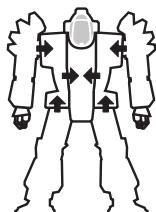
1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

4-6

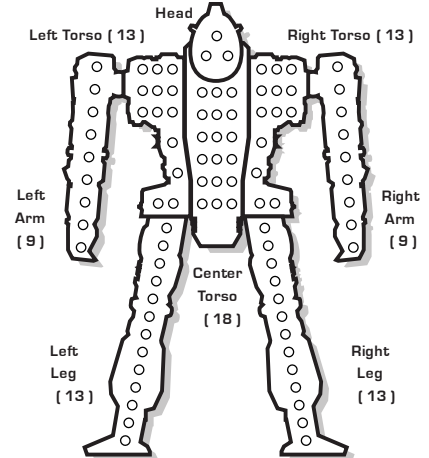
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sun Bear A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

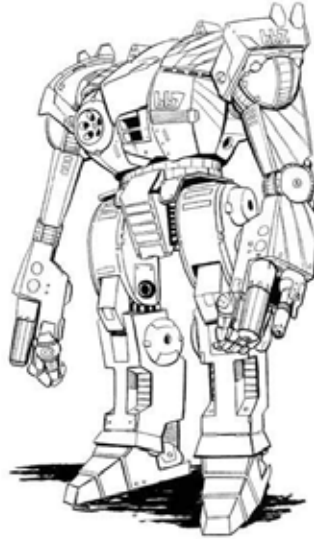
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
6	ER Medium Laser	RA	5	7 [DE]	-	5	10	15

WARRIOR DATA

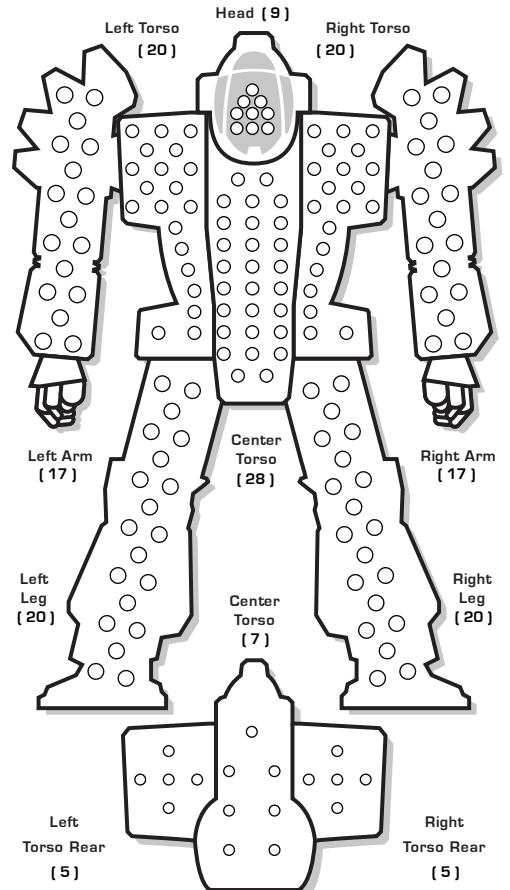
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 2,418



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

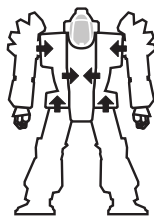
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

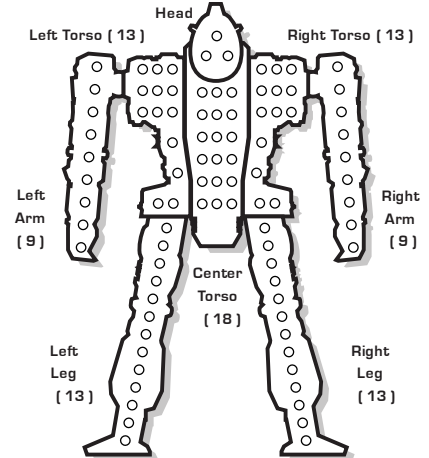
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 23 (46)
30	Shutdown	○○○○
28	Ammo Exp, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp, avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp, avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sun Bear B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 20] 12

BV: 2,144



WARRIOR DATA

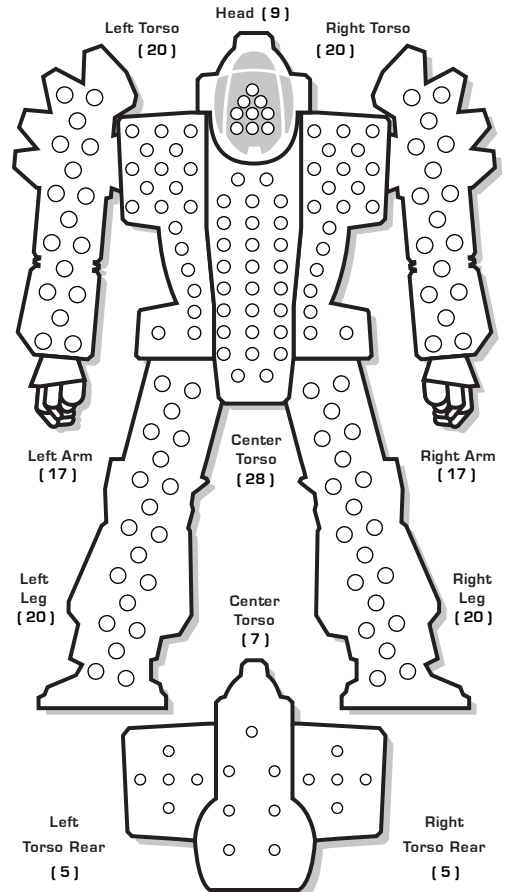
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo [LRM 20] 6
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

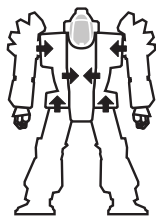
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo [LRM 20] 6
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



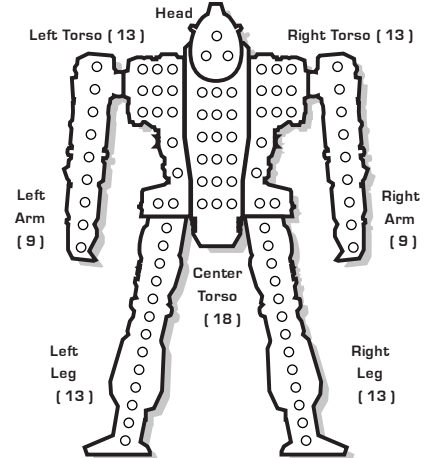
Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lancelot C

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20

WARRIOR DATA

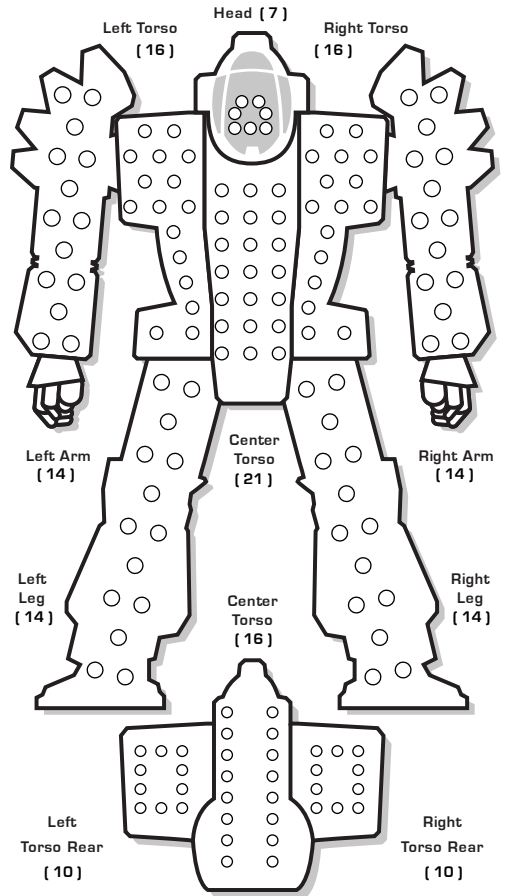
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 1,960



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Large Pulse Laser
- 6 [Large Pulse Laser

- Endo Steel
- Roll Again
- 4-6 [Roll Again
- 4 [Roll Again
- 5 [Roll Again
- 6 [Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 [Endo Steel
- 4 [Endo Steel
- 5 [Roll Again
- 6 [Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4 [Roll Again
- 5 [Roll Again
- 6 [Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

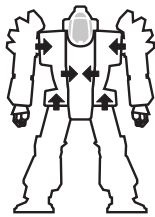
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 [XL Fusion Engine
- 4 [Gyro
- 5 [Gyro
- 6 [Gyro

4-6

- Gyro
- XL Fusion Engine
- 3 [XL Fusion Engine
- 4 [XL Fusion Engine
- 5 [Roll Again
- 6 [Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Large Pulse Laser
- 6 [Large Pulse Laser

- Endo Steel
- Roll Again
- 4-6 [Roll Again
- 4 [Roll Again
- 5 [Roll Again
- 6 [Roll Again

Right Torso

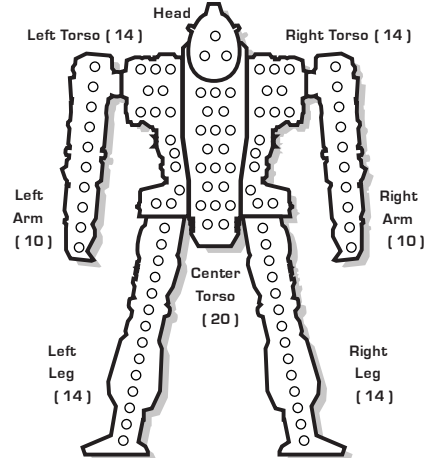
- XL Fusion Engine
- XL Fusion Engine
- 1-3 [Large Pulse Laser
- 4 [Large Pulse Laser
- 5 [Roll Again
- 6 [Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4 [Roll Again
- 5 [Roll Again
- 6 [Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Lupus Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	-	7	14	21
1	ECM Suite	RT	-	[E]	-	-	-	-

Ammo: [LRM 20] 18

BV: 2,428



WARRIOR DATA

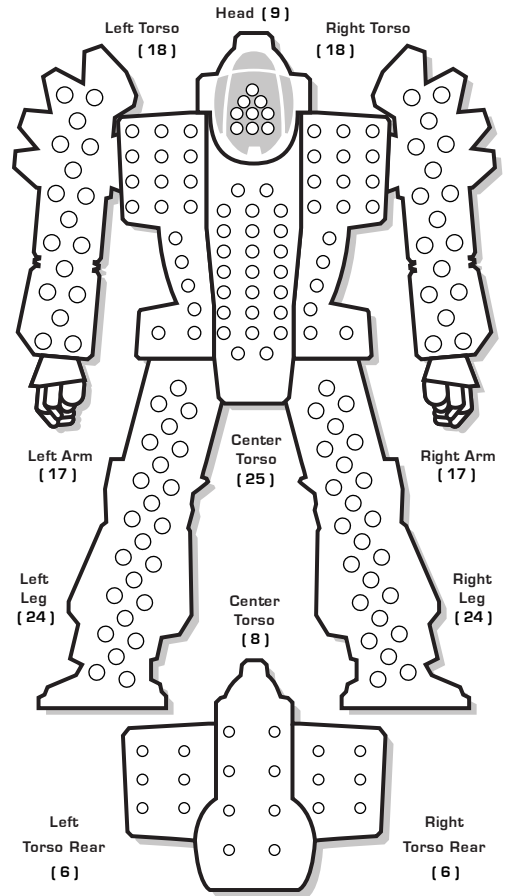
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



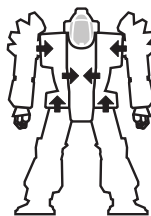
ARMOR DIAGRAM



CRITICAL TABLE

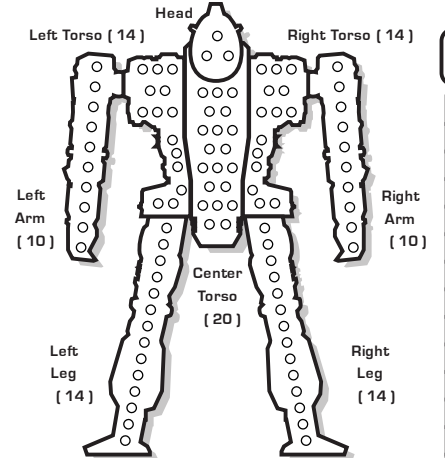
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. Jump Jet	2. Jump Jet	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. Jump Jet	2. Jump Jet	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Lupus A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: [Ultra AC/10] 30

BV: 1,927



WARRIOR DATA

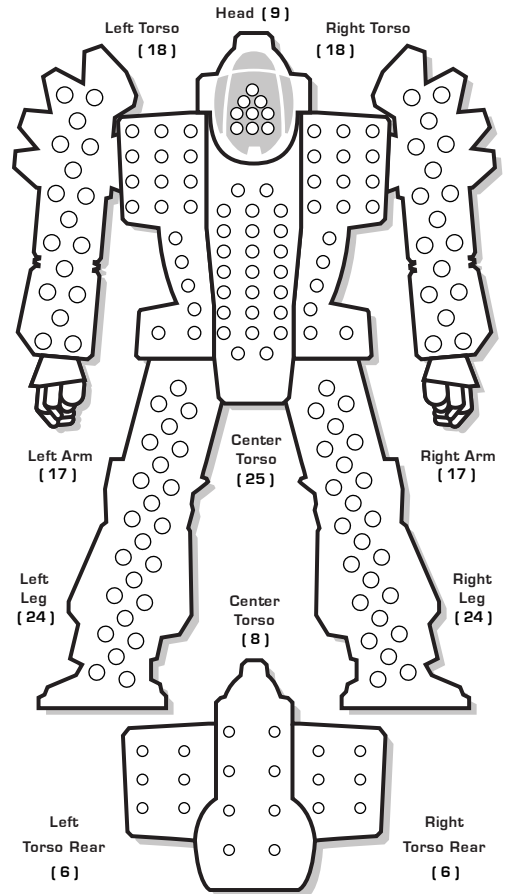
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- Endo Steel

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

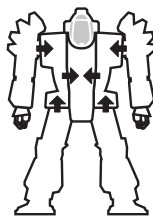
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

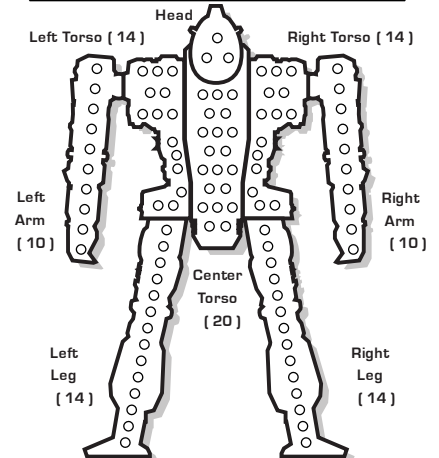
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 12 [24]



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Lupus B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LB 20-X AC	RT	6	20	—	4	8	12
				[DB,C/F/S]				
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: [LB-20X] 15

BV: 1,985



WARRIOR DATA

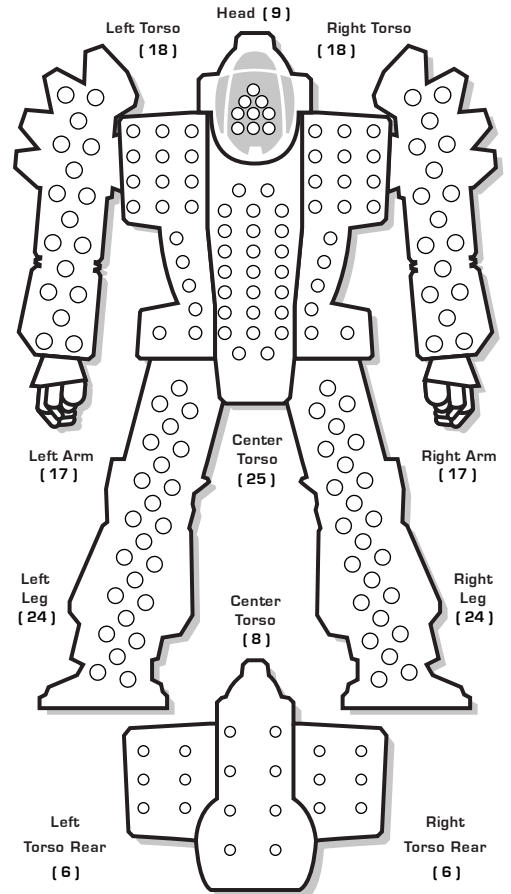
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- ER Small Laser
- Ammo (LB-20X) 5
- Ammo (LB-20X) 5

1-3

- Ammo (LB-20X) 5
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

- #### Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

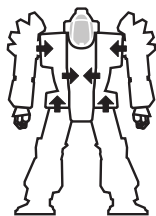
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

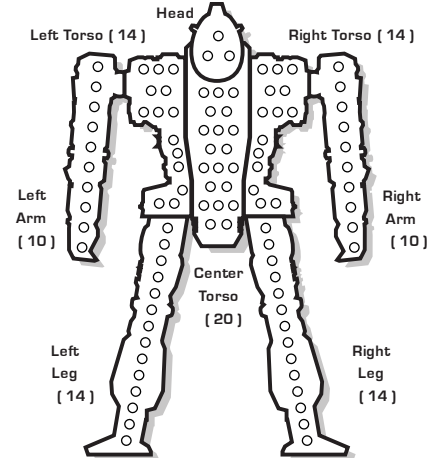
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Lupus D

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Pulse Laser	LA	6	7 [P]	-	5	9	14
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	-	7	14	21
1	Streak LRM 10	LT	4	1/Msl [M,C]	-	7	14	21
1	ER Medium Pulse Laser (R)	LT	6	7 [P]	-	5	9	14

Ammo: [RAC/5] 60, [Streak LRM 10] 12

BV: 2,030



WARRIOR DATA

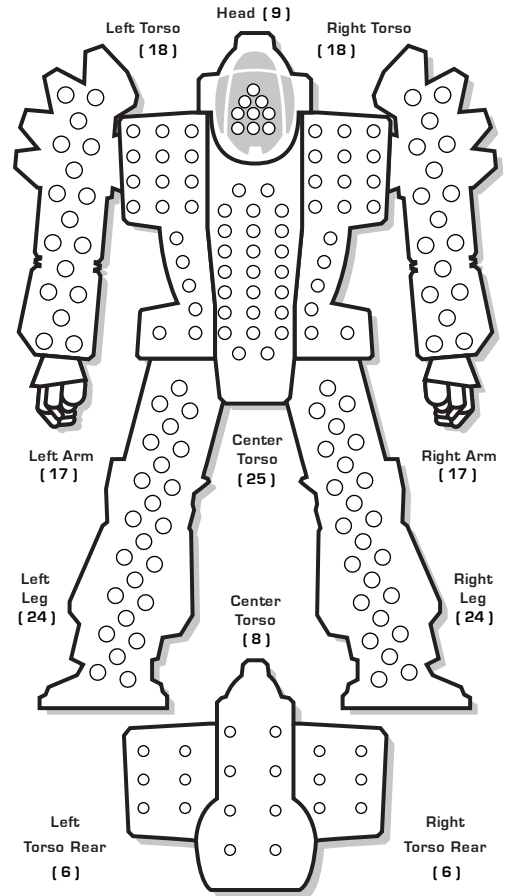
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



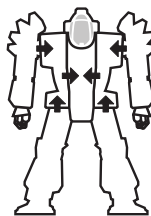
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Pulse Laser
 - ER Medium Pulse Laser
- 1-3**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- Streak LRM 10
 - Streak LRM 10
 - ER Medium Pulse Laser (R)
 - ER Medium Pulse Laser (R)
 - Ammo (Streak LRM 10) 12
 - Endo Steel
- 1-3**
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Roll Again
- 4-6**

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



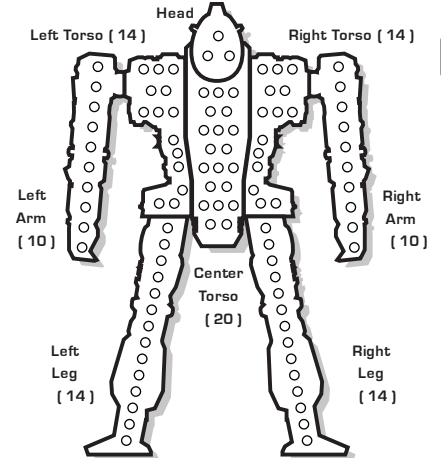
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3**
- Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6**

- Right Torso (CASE)**
- Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vision Quest 2

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Small Laser	LA	2	5 [DE]	-	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	Targeting Computer	RT	-	[E]	-	-	-	-

Ammo: [Gauss] 16

BV: 2,556



WARRIOR DATA

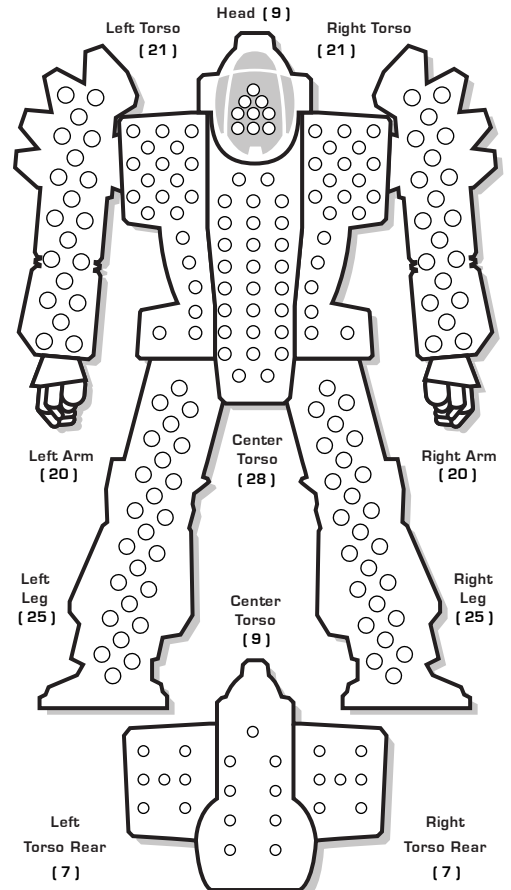
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Roll Again

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Targeting Computer
- Targeting Computer

1-3

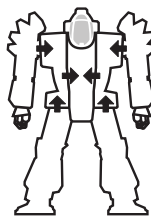
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

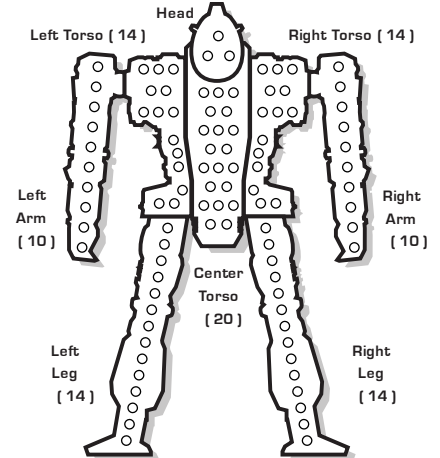
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cestus CTS-6Y-EC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Mixed

Rules Level: Unofficial

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Large Laser	LA	8	8 [DE]	—	5	10	15
1	ER Medium Laser (P)	LA	5	5 [DE]	—	4	8	12
1	Improved Large Laser	RA	8	8 [DE]	—	5	10	15
1	ER Medium Laser (P)	RA	5	5 [DE]	—	4	8	12
1	Improved Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: [Improved Gauss] 32

BV: 1,783

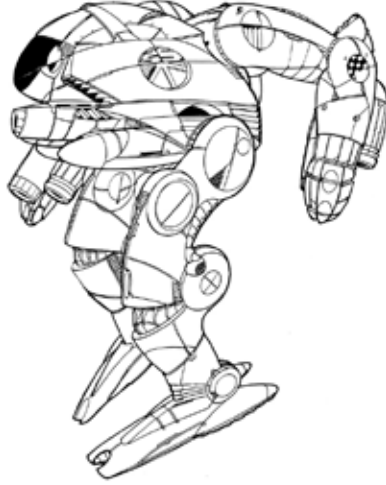


WARRIOR DATA

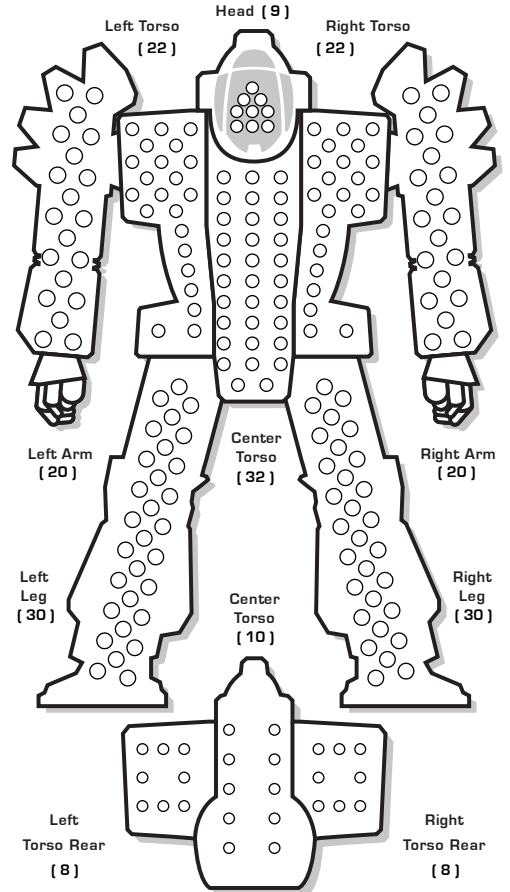
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

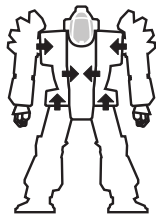


ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3
- 4. Hand Actuator
 - 5. Improved Large Laser
 - 6. ER Medium Laser (P)
- Right Arm**
- 1. Roll Again
 - 2. Roll Again
- 4-6
- 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- Left Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 1-3
- 4. [Double Heat Sink [IS]]
 - 5. [Double Heat Sink [IS]]
 - 6. [Double Heat Sink [IS]]
- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 1-3
- 4. Gyro
 - 5. Gyro
 - 6. Gyro
- Right Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 1-3
- 4. [Improved Gauss Rifle]
 - 5. [Improved Gauss Rifle]
 - 6. [Improved Gauss Rifle]
- Left Leg**
- 1. [Double Heat Sink [IS]]
 - 2. [Double Heat Sink [IS]]
 - 3. [Double Heat Sink [IS]]
- 4-6
- 4. [Double Heat Sink [IS]]
 - 5. [Double Heat Sink [IS]]
 - 6. [Double Heat Sink [IS]]



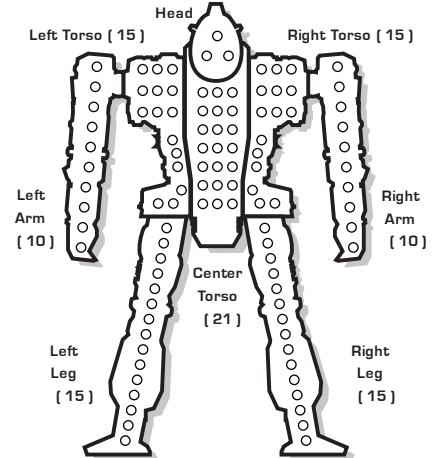
Damage Transfer Diagram

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

- Head**
- 1. Life Support
 - 2. Sensors
 - 3. Cockpit
 - 4. Roll Again
- 1-3
- 5. Sensors
 - 6. Life Support
- Right Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3
- 4. Hand Actuator
 - 5. [Double Heat Sink [IS]]
 - 6. [Double Heat Sink [IS]]
- Center Torso**
- 1. Double Heat Sink [IS]
 - 2. Improved Large Laser
- 4-6
- 3. ER Medium Laser (P)
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- Right Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 1-3
- 4. [Improved Gauss Rifle]
 - 5. [Improved Gauss Rifle]
 - 6. [Improved Gauss Rifle]
- Left Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
- 4-6
- 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again

- Right Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
- 4-6
- 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Exterminator EXT-4Db-EC

Movement Points: **Tonnage:** 65
 Walking: 6 **Tech Base:** Mixed
 Running: 9 **Rules Level:** Unofficial
 Jumping: 6 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	ER Large Laser (IS)	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser (P)	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser (P)	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser (P)	CT	5	5 [DE]	—	4	8	12
1	Small Laser	HD	1	3 [DE]	—	1	2	3

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

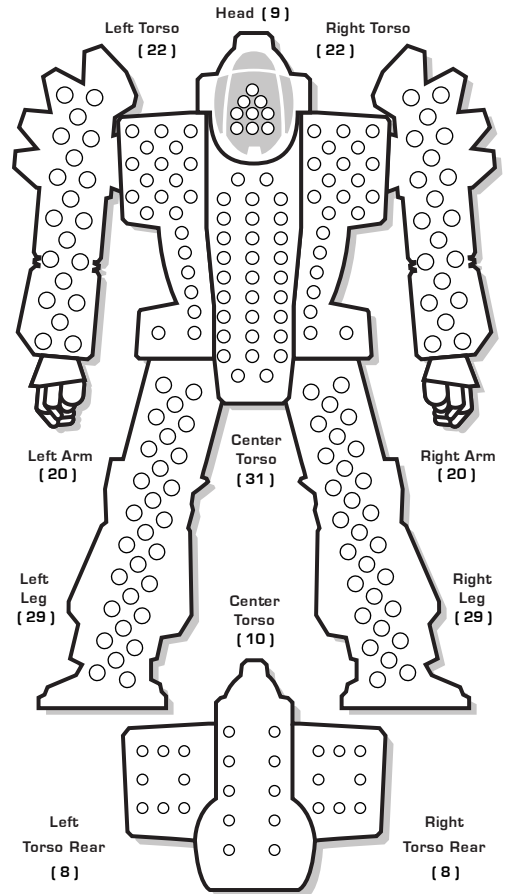
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



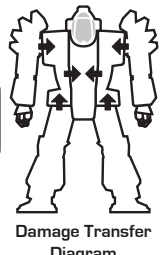
BV: 1,611



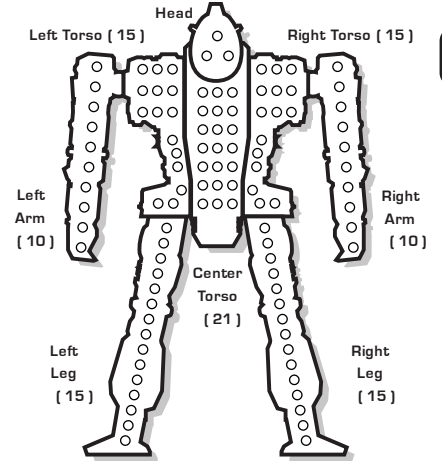
CRITICAL TABLE

Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel [IS] Endo Steel [IS] 	<ol style="list-style-type: none"> Endo Steel [IS] Endo Steel [IS] Endo Steel [IS] Roll Again Roll Again Roll Again
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser [IS] ER Large Laser [IS] 	<ol style="list-style-type: none"> Endo Steel [IS] Endo Steel [IS] Endo Steel [IS] Endo Steel [IS] Endo Steel [IS] Roll Again
Center Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine ER Medium Laser (P) ER Medium Laser (P)
Left Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Jump Jet Jump Jet 	<ol style="list-style-type: none"> ER Medium Laser (P) Endo Steel [IS] Endo Steel [IS] Roll Again Roll Again Roll Again
Right Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Jump Jet Jump Jet 	<ol style="list-style-type: none"> ER Medium Laser (P) Endo Steel [IS] Endo Steel [IS] Roll Again Roll Again Roll Again
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-B2b-EC

Movement Points: **Tonnage:** 70
 Walking: 5 **Tech Base:** Mixed
 Running: 8 **Rules Level:** Unofficial
 Jumping: 0 **Role:** Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (P)	LA	5	5 [DE]	-	4	8	12
1	Improved Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Improved LRM 20 w/ Artemis IV	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Anti-Missile System (IS)	CT	1	[PD]	-	1	1	1
1	ER Small Laser (P) (R)	CT	2	3 [DE]	-	2	4	5

Ammo: [AMS] 12, [Improved Gauss] 24, [Improved LRM 20] 12

BV: 2,008

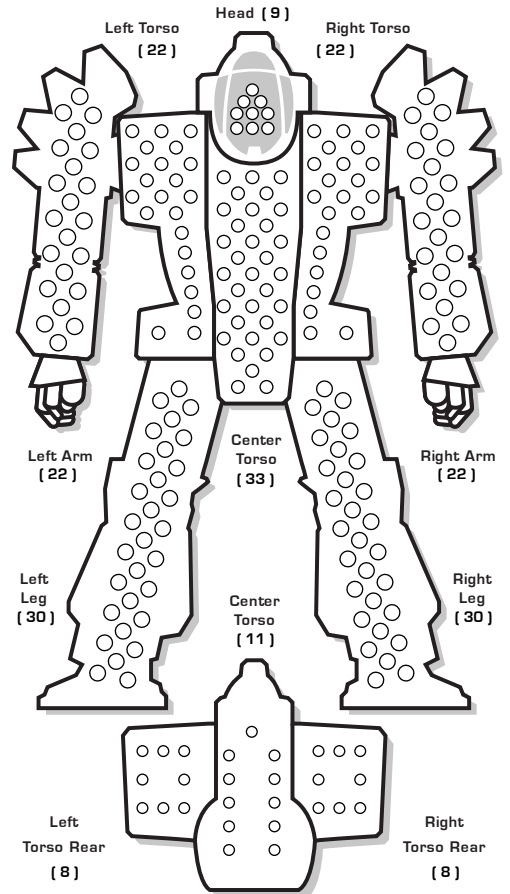


WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL TABLE

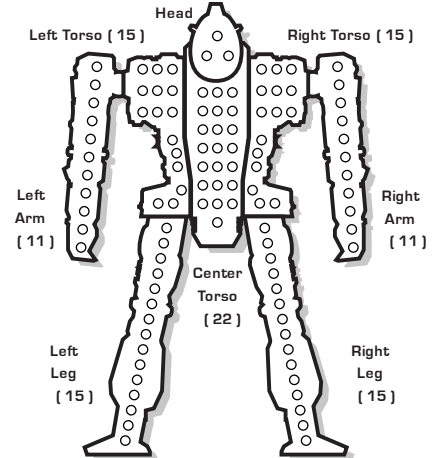
Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser (P) 6. Endo Steel [IS]	1. Endo Steel [IS] 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Improved Gauss Rifle 5. Improved Gauss Rifle 6. Improved Gauss Rifle	1. Improved Gauss Rifle 2. Improved Gauss Rifle 3. Improved Gauss Rifle 4. Endo Steel [IS] 5. Endo Steel [IS] 6. Endo Steel [IS]
Center Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Anti-Missile System [IS] 6. ER Small Laser (P) (R)
Left Torso (CASE)	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Improved LRM 20 5. Improved LRM 20 6. Improved LRM 20	1. Improved LRM 20 2. Artemis IV FCS 3. Ammo [Improved LRM 20] 6 4. Ammo [Improved LRM 20] 6 5. Ammo [AMS] 12 6. CASE [IS]
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Ammo [Improved Gauss] 8 5. Ammo [Improved Gauss] 8 6. Ammo [Improved Gauss] 8	1. CASE [IS] 2. Endo Steel [IS] 3. Endo Steel [IS] 4. Endo Steel [IS] 5. Endo Steel [IS] 6. Endo Steel [IS]
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [IS] 6. Endo Steel [IS]	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [IS] 6. Endo Steel [IS]	

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Minsk MNK-101

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 70

Tech Base: Mixed

Rules Level: Experimental

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (Clan)	RA	1	15 [DB,X]	2	7	15	22
1	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	-	7	14	21
1	SRM 6 (Clan)	LT	4	2/Msl [M,C,S]	-	3	6	9
1	Small Pulse Laser (Clan)	LT	2	3 [P,AI]	-	2	4	6
1	Machine Gun (Clan)	LT	-	2 [DB,AI]	-	1	2	3
1	SRM 6 (Clan)	RT	4	2/Msl [M,C,S]	-	3	6	9
1	Small Pulse Laser (Clan)	RT	2	3 [P,AI]	-	2	4	6
1	Machine Gun (Clan)	RT	-	2 [DB,AI]	-	1	2	3
1	Active Probe (Beagle)	RT	-	[E]	-	-	-	-

Ammo: [Gauss] 24, [LRM 10] 12, [Machine Gun] 200, [SRM 6] 30

BV: 2,021



WARRIOR DATA

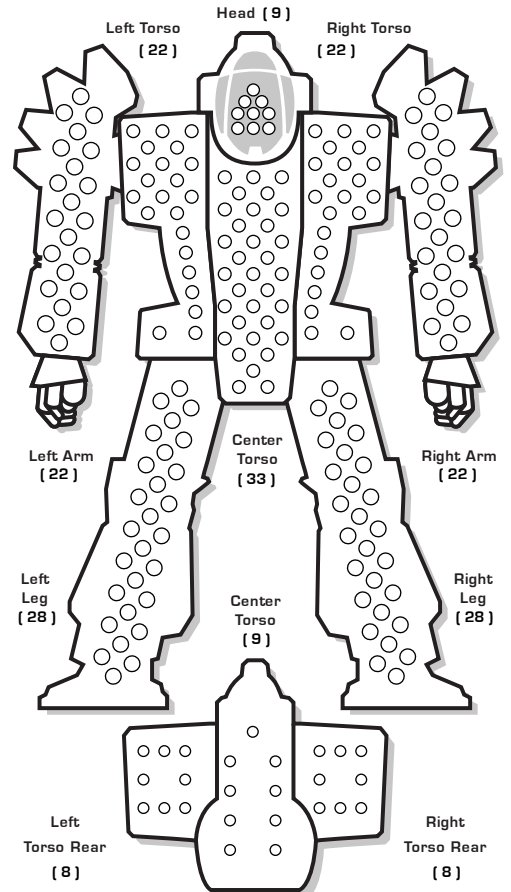
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



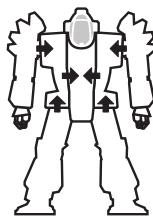
ARMOR DIAGRAM



CRITICAL TABLE

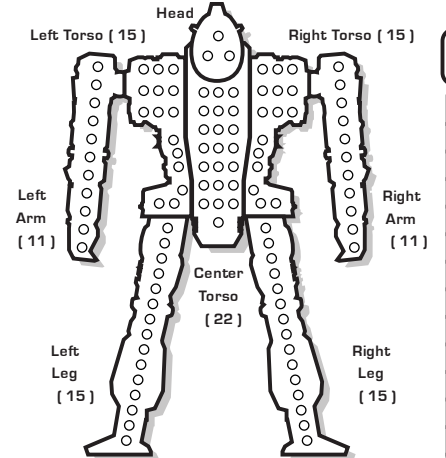
Location	Component	Damage				
1-3	Left Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle				
	4-6	Left Torso (CASE)	1. [Double Heat Sink] 2. [Double Heat Sink] 3. LRM 10 4. SRM 6 5. Small Pulse Laser 6. Machine Gun			
		1-3	Head	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support		
			4-6	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	
				1-3	Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle
					4-6	Right Torso (CASE)
4-6						Left Leg
	4-6					Right Leg

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Minsk

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Active Probe	RT	—	[E]	—	—	—	—

Ammo: [Gauss] 24, [LRM 10] 12, [Machine Gun] 100, [SRM 6] 30

BV: 2,028



WARRIOR DATA

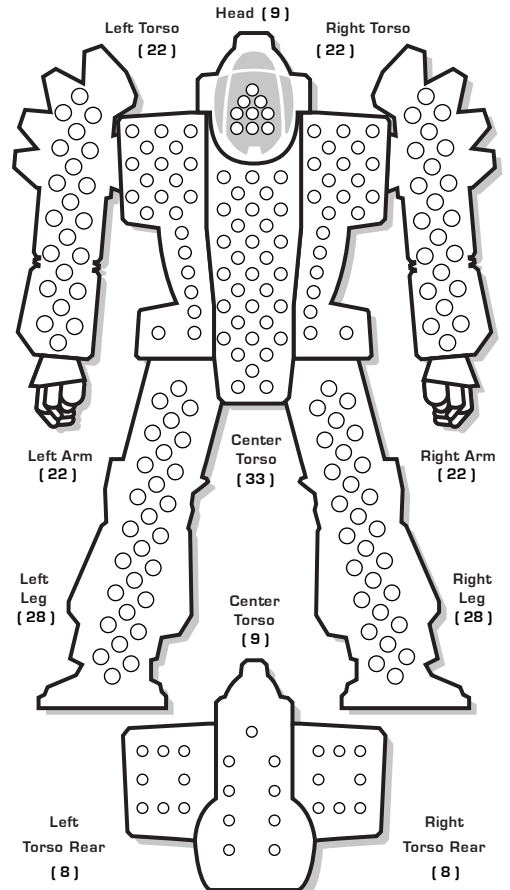
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- LRM 10
- SRM 6
- Small Pulse Laser
- Machine Gun

1-3

- Ammo [LRM 10] 12
- Ammo [SRM 6] 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

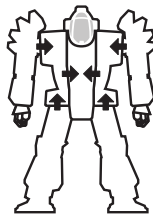
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [Gauss] 8
- Ferro-Fibrous

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ferro-Fibrous
- Endo Steel

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- SRM 6
- Small Pulse Laser
- Machine Gun
- Ammo [Machine Gun] 100

1-3

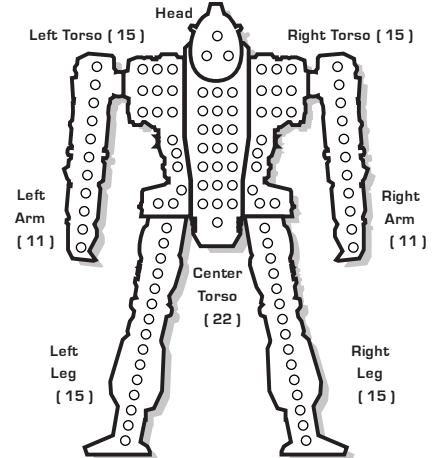
- Ammo [SRM 6] 15
- Active Probe
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Minsk 2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 70

Tech Base: Mixed

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-BattleArmor Pods (B-Pods)	LL	—	1	—	0	0	0
				[DB,PD,AI,X,OS]				
1	Anti-BattleArmor Pods (B-Pods)	RL	—	1	—	0	0	0
				[DB,PD,AI,X,OS]				
1	ER PPC (Clan) w/Capacitor	LA	15	15 [DE]	—	7	14	23
1	ER PPC (Clan) w/Capacitor	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 6 (Clan)	LT	4	2/Msl [M,C]	—	4	8	12
1	Small Pulse Laser (Clan)	LT	2	3 [P,AI]	—	2	4	6
1	'Mech Mortar 4 (Clan)	LT	5	2/Msl [M,C,S]	6	7	14	21
1	Streak SRM 6 (Clan)	RT	4	2/Msl [M,C]	—	4	8	12
1	Small Pulse Laser (Clan)	RT	2	3 [P,AI]	—	2	4	6
1	Active Probe (Clan)	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	RT	—	[E]	—	—	—	—

Ammo: (Mortar AB 4) 6, (Mortar SC 4) 6, (Streak SRM 6) 30

BV: 2,357



WARRIOR DATA

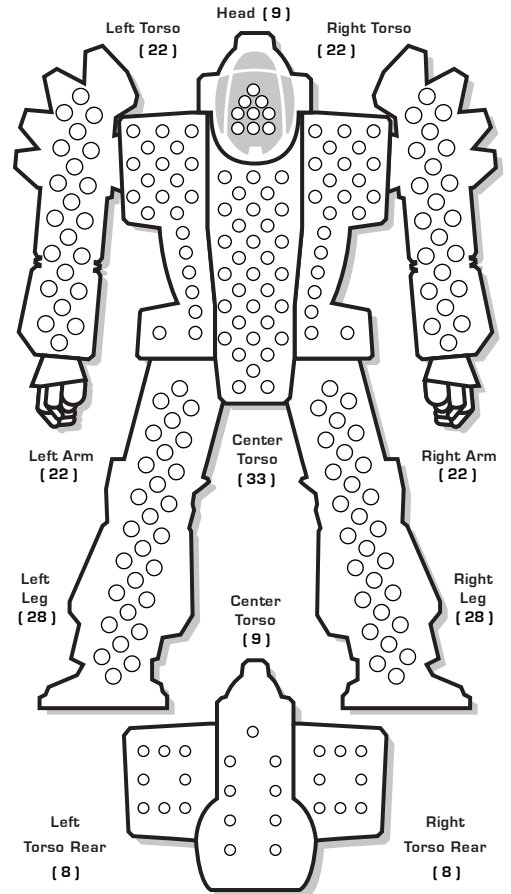
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- PPC Capacitor

1-3

- Coolant Pod
- Coolant Pod
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

1-3

- Small Pulse Laser
- 'Mech Mortar 4
- 'Mech Mortar 4
- Ammo (Streak SRM 6) 15
- Ammo (Mortar SC 4) 6
- Ammo (Mortar AB 4) 6

4-6

Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- PPC Capacitor

1-3

- Coolant Pod
- Coolant Pod
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

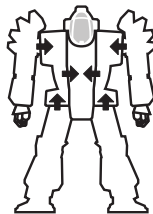
1-3

- Small Pulse Laser
- Ammo (Streak SRM 6) 15
- Active Probe (Clan)
- Angel ECM Suite
- Angel ECM Suite
- Ferro-Fibrous

4-6

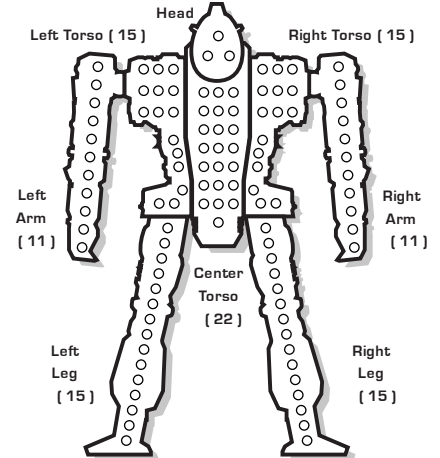
Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
30	Shutdown	
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Redback

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 75

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

(hexes)

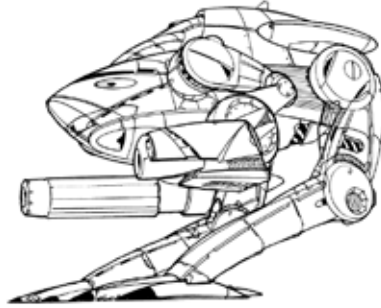
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25
1	Enhanced PPC	RA	15	12 [DE]	—	7	14	23
1	TAG	RT	—	[E]	—	5	9	15
1	Medium Pulse Laser (IS)	CT	4	6 [P]	—	2	4	6
1	ER Medium Laser (P)	CT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser (IS)	HD	4	6 [P]	—	2	4	6

WARRIOR DATA

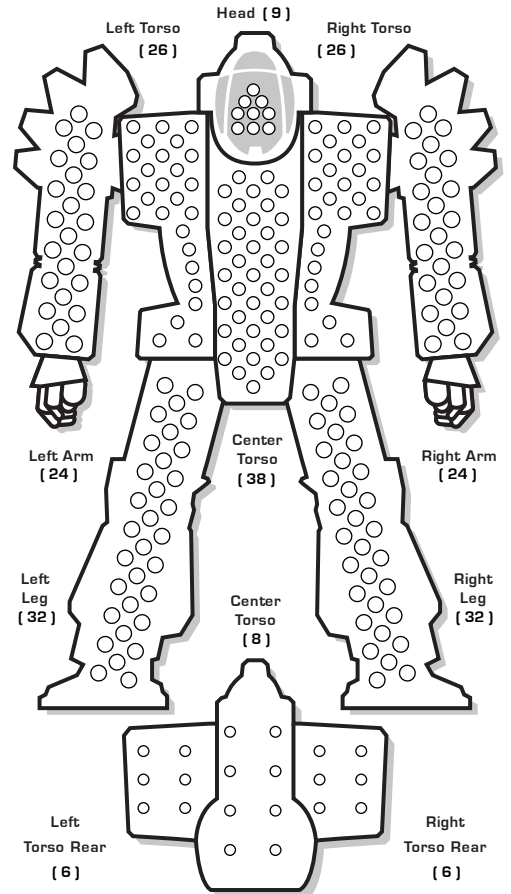
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 2,076



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser [IS]
- Sensors
- Life Support

1-3

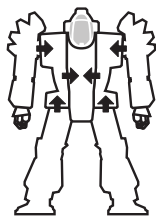
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser [IS]
- ER Medium Laser (P)

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Enhanced PPC
- Enhanced PPC
- Enhanced PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

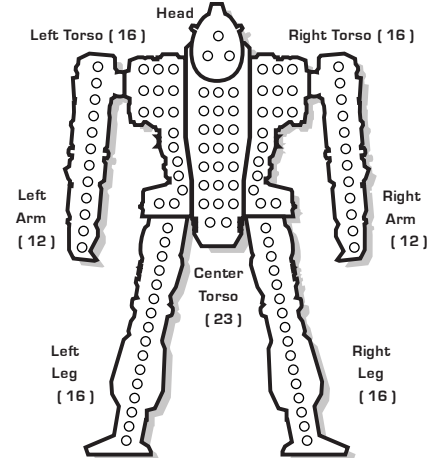
- Double Heat Sink
- Double Heat Sink
- TAG [IS]
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	19 (38)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Woodsman Prime

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
2	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: [LRM 15] 24, [Machine Gun] 100

BV: 2,623



WARRIOR DATA

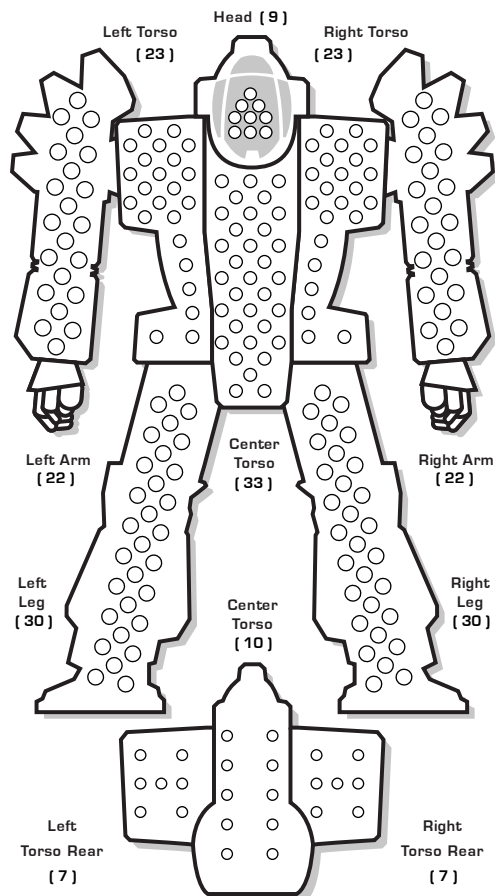
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 [Double Heat Sink]
- Double Heat Sink
 - ER Large Laser

- ER Medium Laser
 - Endo Steel
- 4-6 [Roll Again]
- Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
 - ER Medium Laser
 - MASC
- 1-3 [MASC]
- MASC
 - MASC

- 4-6 [Roll Again]
- Roll Again
 - Roll Again
 - Roll Again

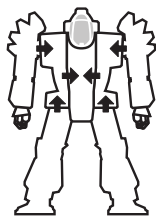
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 [Roll Again]
- Roll Again
 - Roll Again
 - Roll Again

- 4-6 [Machine Gun]
- Machine Gun

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 [Double Heat Sink]
- Double Heat Sink
 - ER Large Laser

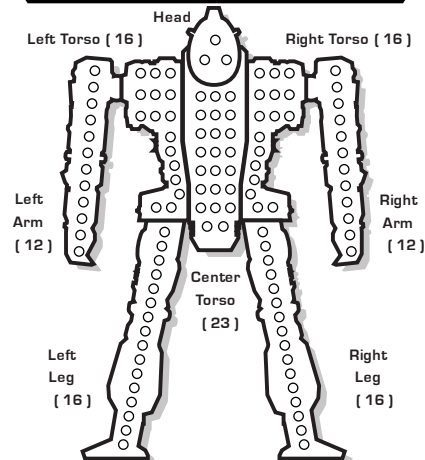
- ER Medium Laser
 - Endo Steel
- 4-6 [Roll Again]
- Roll Again
 - Roll Again
 - Roll Again

- Right Torso (CASE)**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- 1-3 [LRM 15]
- LRM 15

- 4-6 [Ammo (Machine Gun) 100]
- Ammo (Machine Gun) 100
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Woodsman A

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

WARRIOR DATA

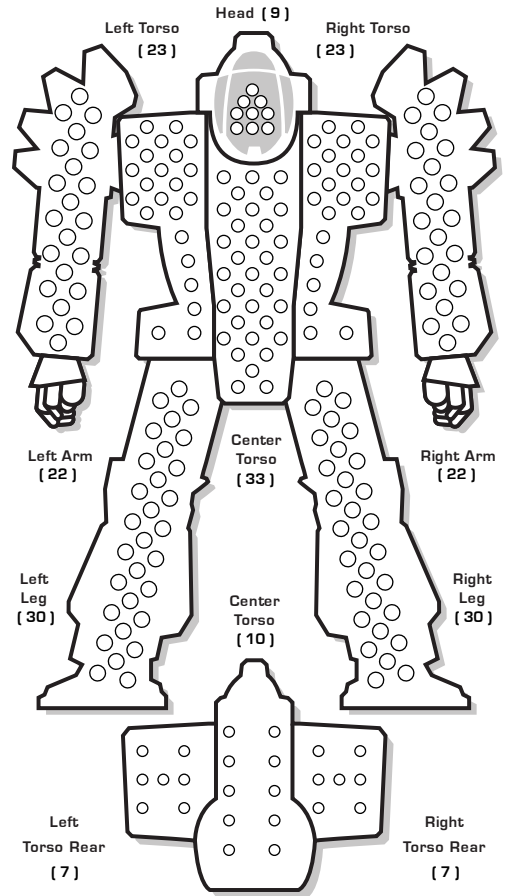
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 2,741



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- [ER PPC
- [ER PPC
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- Medium Pulse Laser
- MASC

1-3

- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- ER Small Laser

Right Arm

- Shoulder
- Upper Arm Actuator
- [ER PPC
- [ER PPC
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

1-3

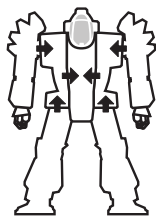
- [Large Pulse Laser
- [Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

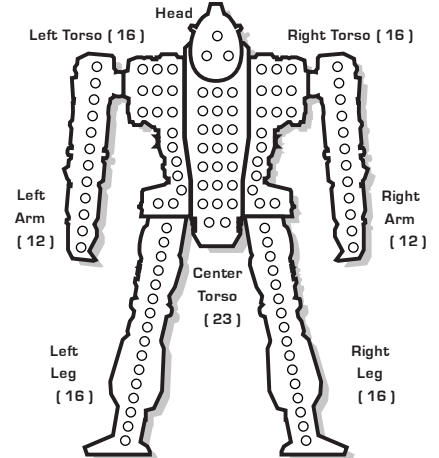
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Woodsman B

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
	w/Artemis IV							
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
	w/Artemis IV							
1	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6

Ammo: [Gauss] 16, [LRM 10] 12, [SRM 4] 25

BV: 2,414



WARRIOR DATA

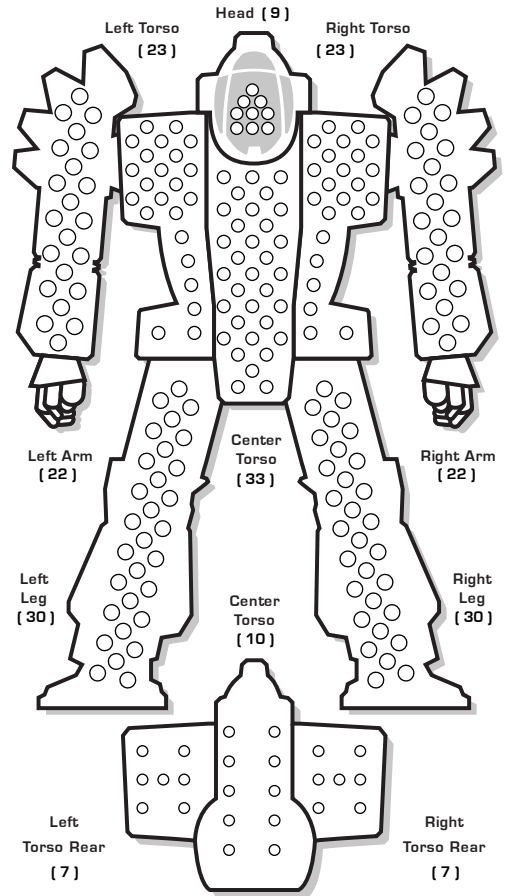
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Medium Laser
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- LRM 10
- Artemis IV FCS
- Ammo [LRM 10] 12
- MASC
- MASC
- MASC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Pulse Laser
- Roll Again

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- SRM 4
- Artemis IV FCS
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again

1-3

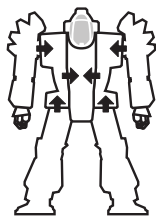
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

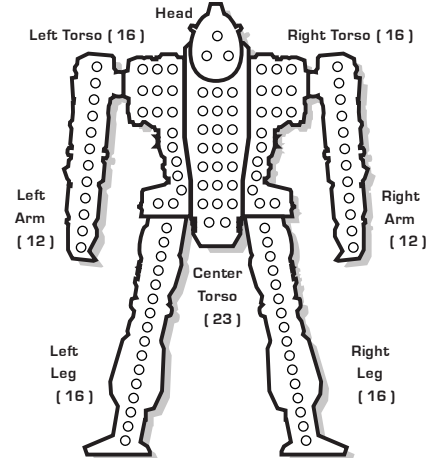
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 12 [24]



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Woodsman C

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Large Laser	LA	18	16 [DE,X]	-	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	-	6	12	18
1	Watchdog CEWS	CT	-	[E]	-	-	-	-

Ammo: [LB-10X] 20

BV: 2,230



WARRIOR DATA

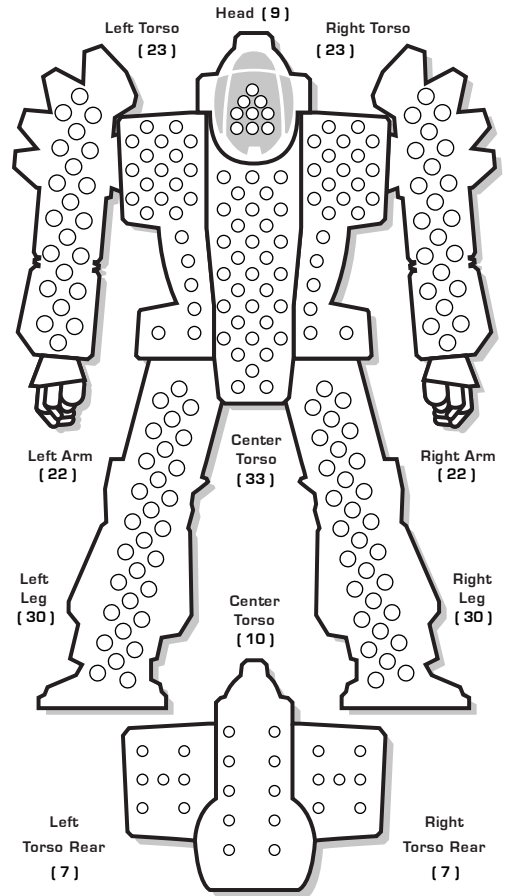
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser

1-3

- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- MASC
- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Watchdog CEWS
- Watchdog CEWS

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo [LB-10X] 10
- Ammo [LB-10X] 10
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

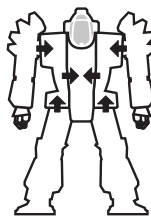
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

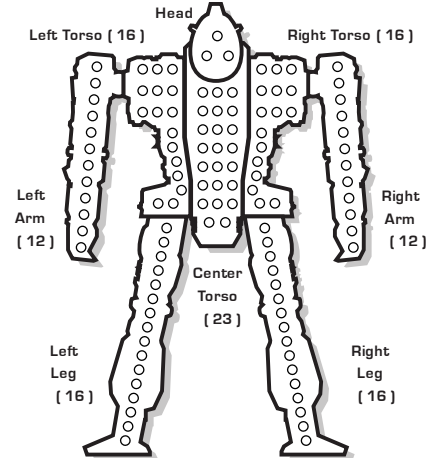
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 [36]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Woodsman D

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
2	'Mech Mortar 4	LT	5	2/Msl [M,C,S]	6	7	14	21
2	'Mech Mortar 4	RT	5	2/Msl [M,C,S]	6	7	14	21
1	Watchdog CEWS	CT	-	[E]	-	-	-	-

Ammo: [Mortar SC 4] 48

BV: 1,902



WARRIOR DATA

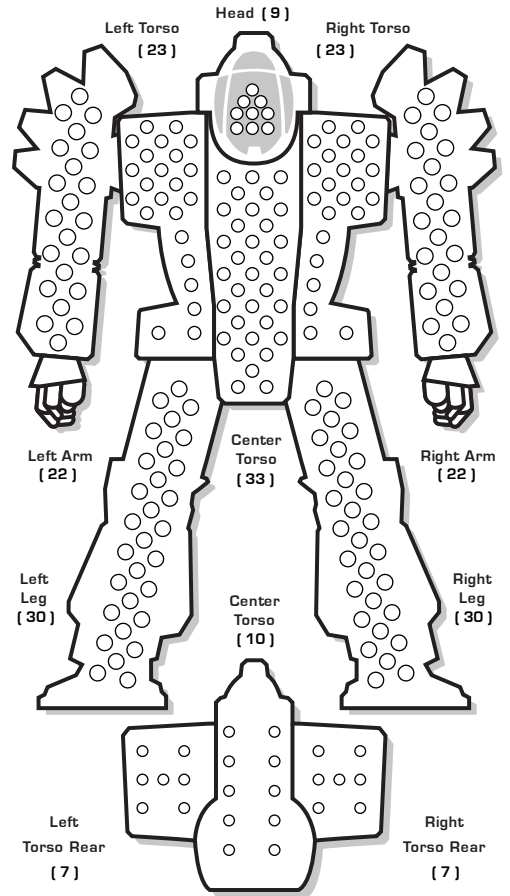
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- 'Mech Mortar 4
- 'Mech Mortar 4
- 'Mech Mortar 4
- 'Mech Mortar 4
- Ammo [Mortar SC 4] 6
- Ammo [Mortar SC 4] 6

1-3

- Ammo [Mortar SC 4] 6
- Ammo [Mortar SC 4] 6
- MASC
- MASC
- MASC
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Watchdog CEWS
- Watchdog CEWS

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- 'Mech Mortar 4
- 'Mech Mortar 4
- 'Mech Mortar 4
- 'Mech Mortar 4
- Ammo [Mortar SC 4] 6
- Ammo [Mortar SC 4] 6

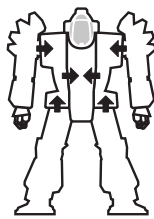
1-3

- Ammo [Mortar SC 4] 6
- Ammo [Mortar SC 4] 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

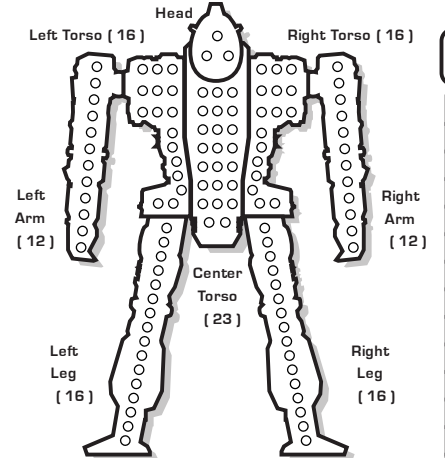
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Spartan C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	Large Pulse Laser	LT	10	10 [P]	-	6	14	20
1	Streak SRM 4	LT	3	2/Msl [M,C]	-	4	8	12
1	Large Pulse Laser	RT	10	10 [P]	-	6	14	20
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12

Ammo: [Streak SRM 4] 50

BV: 2,514

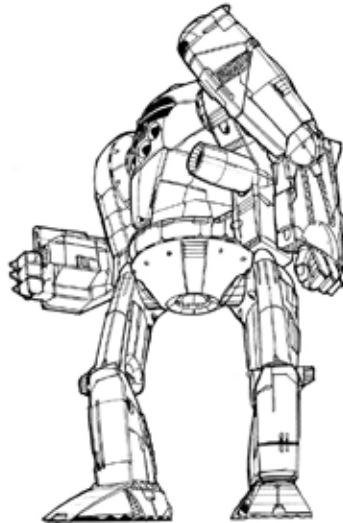


WARRIOR DATA

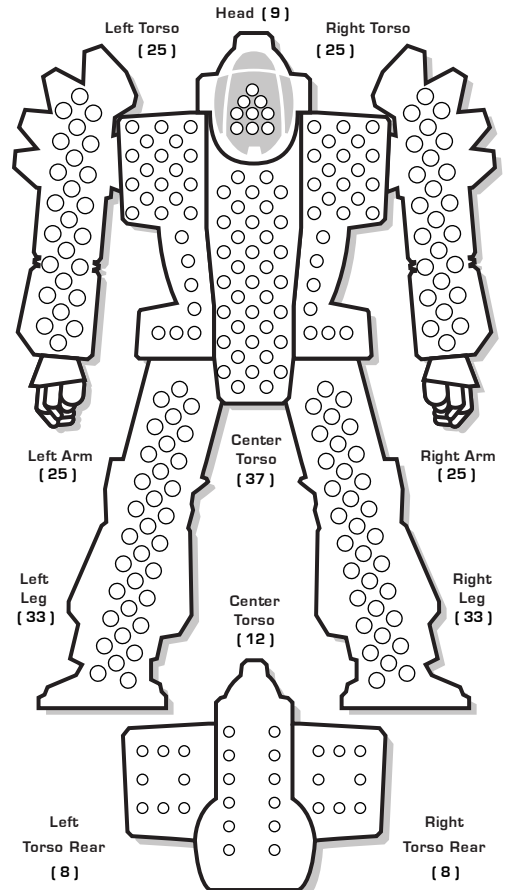
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser
- Streak SRM 4
- Ammo [Streak SRM 4] 25

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- #### Right Torso (CASE)
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ferro-Fibrous
 - Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser
- Streak SRM 4
- Ammo [Streak SRM 4] 25

1-3

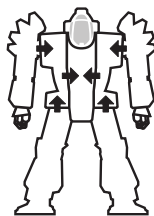
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

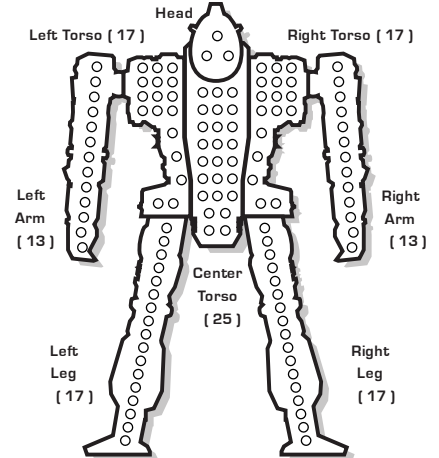
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6A-EC

Movement Points: _____ Tonnage: 90
 Walking: 3 Tech Base: Mixed
 Running: 5 Rules Level: Experimental
 Jumping: 3 Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC (Clan)	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25
1	LB 5-X AC (Clan)	RA	1	5 [DB,C/F/S]	3	8	15	24
1	Streak SRM 4 [P]	RA	3	2/Msl [M,C,S]	—	3	6	9
1	Medium Pulse Laser (IS)	LT	4	6 [P]	—	2	4	6
1	ER Large Laser (Clan)	RT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser (IS)	RT	4	6 [P]	—	2	4	6

Ammo: [LB 10-X] 40, [LB 5-X] 40, [Streak SRM 4] 25

BV: 2,156



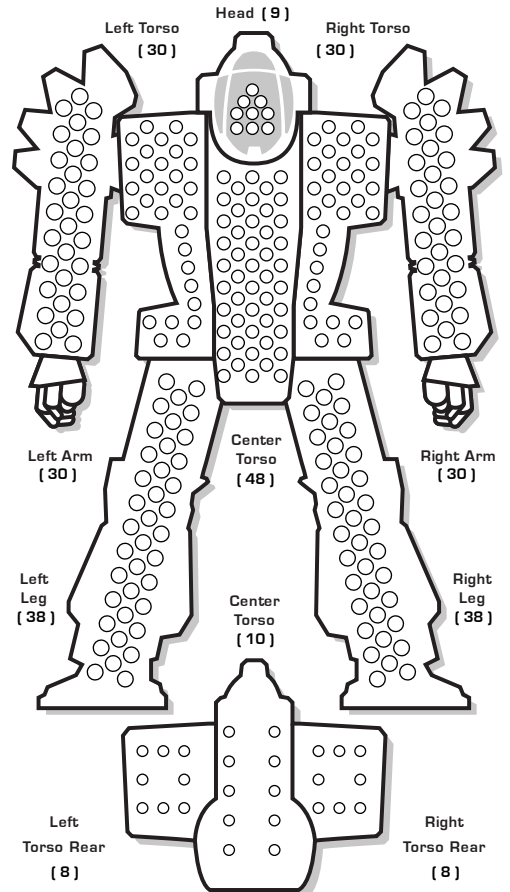
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

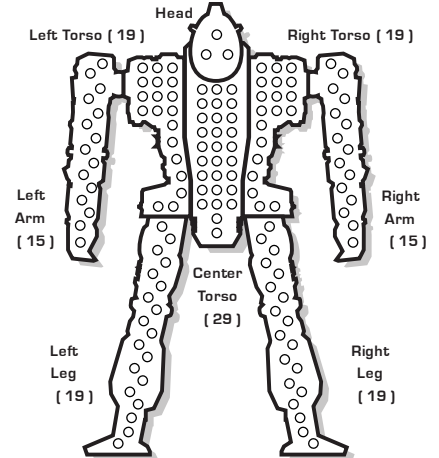
Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> [LB 10-X AC [Clan] [LB 10-X AC [Clan] [LB 10-X AC [Clan] [LB 10-X AC [Clan] [LB 10-X AC [Clan] ER Large Laser [Clan]
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> [LB 5-X AC [Clan] [LB 5-X AC [Clan] [LB 5-X AC [Clan] [LB 5-X AC [Clan] [Streak SRM 4 [P] [Clan] [Streak SRM 4 [P] [Clan]
Center Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Roll Again
Left Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> Medium Pulse Laser Ammo [LB 10-X] 10 Ammo [LB 10-X] 10 Ammo [LB 10-X] 10 Ammo [LB 10-X] 10 CASE
Right Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> ER Large Laser [Clan] Medium Pulse Laser Ammo [LB 5-X] 20 Ammo [LB 5-X] 20 Ammo [Streak SRM 4] 25 CASE
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again 	
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again 	

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pulverizer PUL-2V

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Enhanced PPC	RT	15	12 [DE]	-	7	14	23
1	ECM Suite (Guardian)	CT	-	[E]	-	-	-	-

Ammo: [LRM 10] 12

BV: 2,065

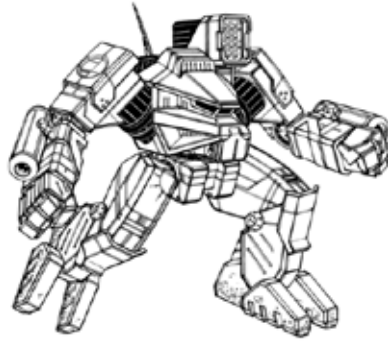


WARRIOR DATA

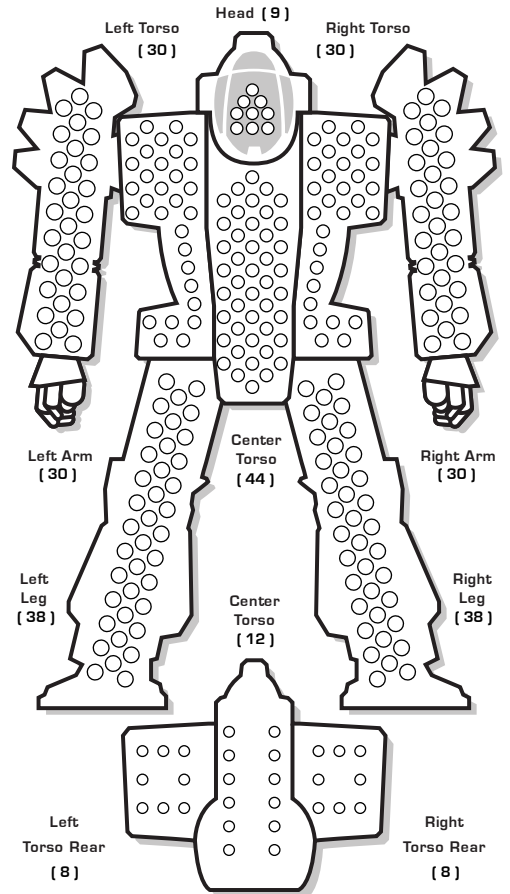
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Large Laser
 - Large Laser

- Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- LRM 10
 - LRM 10
 - Ammo [LRM 10] 12

- CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

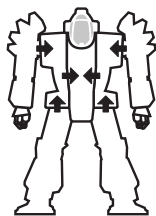
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
- 1-3
- Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Gyro
 - Fusion Engine
- 4-6
- Fusion Engine
 - Fusion Engine
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Large Laser
 - Large Laser

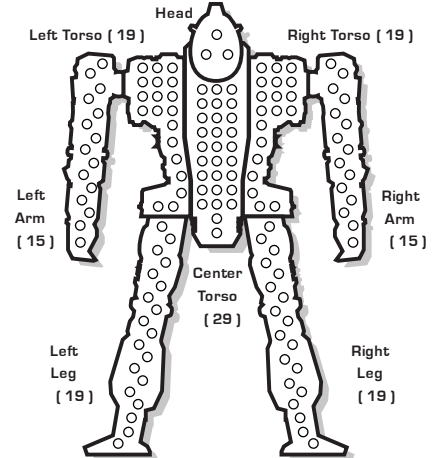
- Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

- Right Torso**
- Enhanced PPC
 - Enhanced PPC
 - Enhanced PPC
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Endo Steel

- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 15 (30)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pulverizer PUL-3R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Large Laser	LA	8	8 [DE]	-	5	10	15
1	Improved Large Laser	RA	8	8 [DE]	-	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Enhanced PPC	RT	15	12 [DE]	-	7	14	23
1	ECM Suite (Guardian)	CT	-	[E]	-	-	-	-

Ammo: [LRM 10] 12

BV: 2,068

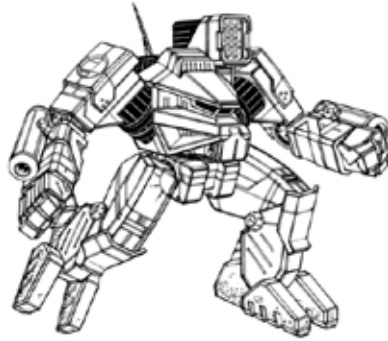


WARRIOR DATA

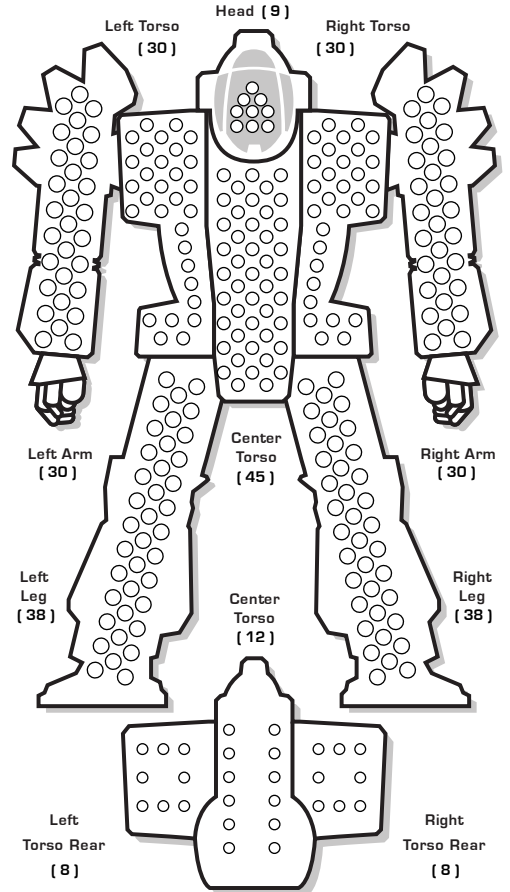
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



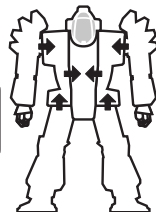
ARMOR DIAGRAM



CRITICAL TABLE

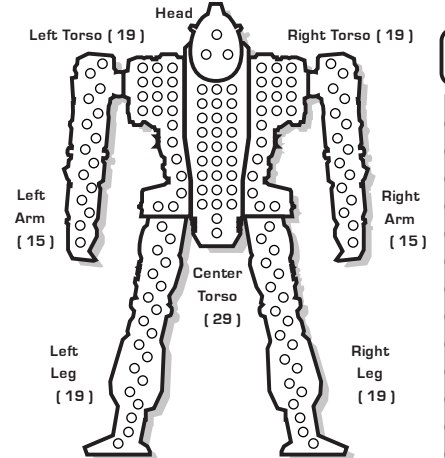
Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> Double Heat Sink Improved Large Laser [Clan] Endo Steel Endo Steel Endo Steel Ferro-Fibrous [Clan]
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink 	<ol style="list-style-type: none"> Double Heat Sink Improved Large Laser [Clan] Endo Steel Endo Steel Endo Steel Endo Steel
Head	<ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro
Center Torso	<ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Gyro Gyro 	<ol style="list-style-type: none"> ECM Suite (Guardian) ECM Suite (Guardian)
Left Torso	<ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink LRM 10 LRM 10 Ammo [LRM 10] 12 	<ol style="list-style-type: none"> CASE Endo Steel Ferro-Fibrous [Clan] Ferro-Fibrous [Clan] Ferro-Fibrous [Clan] Roll Again
Right Torso	<ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Enhanced PPC [Clan] Enhanced PPC [Clan] Enhanced PPC [Clan] 	<ol style="list-style-type: none"> Endo Steel Endo Steel Ferro-Fibrous [Clan] Ferro-Fibrous [Clan] Ferro-Fibrous [Clan] Roll Again
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 [36]
30	Shutdown	
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○○○
24	+4 Modifier to Fire	○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Storm Giant

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht	—	4	8	12

[DB,R/C]

Ammo: [LRM 20] 24, [Streak SRM 6] 15, [Ultra AC/20] 15

BV: 2,676



WARRIOR DATA

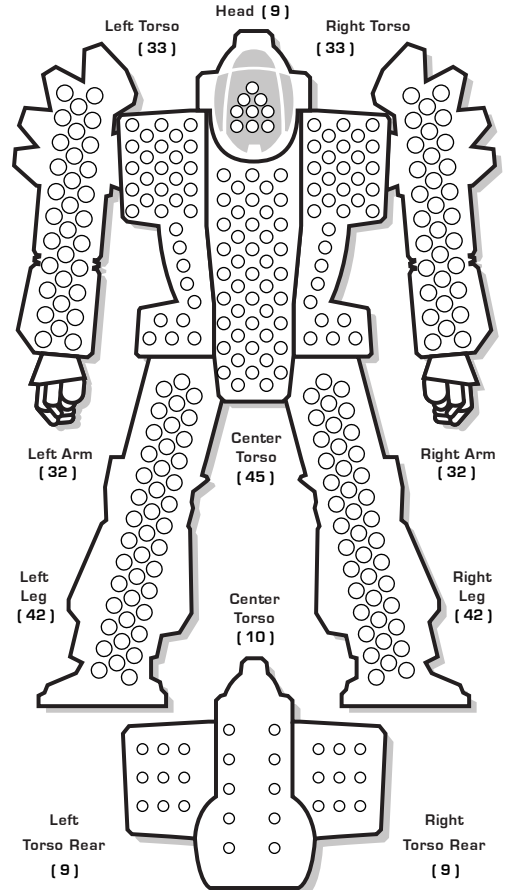
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
4. LRM 20
5. LRM 20
6. LRM 20

- LRM 20
 - Ammo [LRM 20] 6
 - Ammo [LRM 20] 6
- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
- 1-3
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

- Ammo [Streak SRM 6] 15
 - Endo Steel
 - Endo Steel
- 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

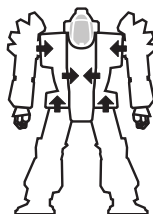
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
- 1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Endo Steel
 - Roll Again
- 4-6

Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
4. Double Heat Sink
5. Double Heat Sink
6. LRM 20

- LRM 20
 - LRM 20
 - LRM 20
- 4-6
4. Ammo [LRM 20] 6
5. Ammo [LRM 20] 6
6. Ammo [Ultra AC/20] 5

Right Torso (CASE)

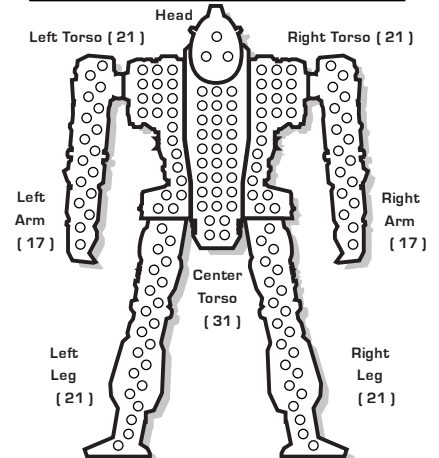
- XL Fusion Engine
 - XL Fusion Engine
- 1-3
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ammo [Ultra AC/20] 5
 - Ammo [Ultra AC/20] 5
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Storm Giant 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	-	7	14	21
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	Ultra AC/20	RT	7	20/Sht [DB,F/C]	-	4	8	12
1	ER Large Laser	HD	12	10 [DE]	-	8	15	25

Ammo: [LRM 20] 24, [Ultra AC/20] 15

BV: 2,891



WARRIOR DATA

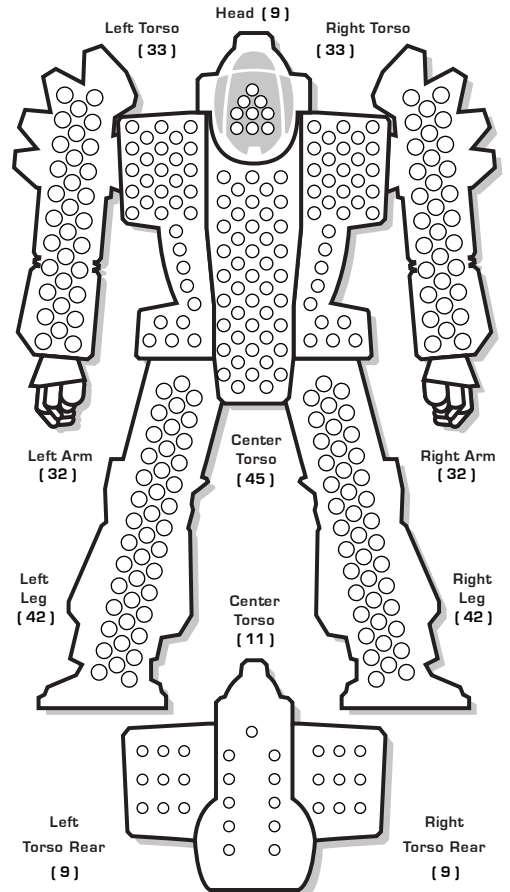
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm (CASE)**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3**
- 4. LRM 20
 - 5. LRM 20
 - 6. LRM 20
- 4-6**
- 1. LRM 20
 - 2. Ammo [LRM 20] 6
 - 3. Ammo [LRM 20] 6
 - 4. Endo Steel
 - 5. Ferro-Fibrous
 - 6. Roll Again
- Left Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
- 1-3**
- 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. ER Large Laser
 - 6. ER Medium Laser
- 4-6**
- 1. Endo Steel
 - 2. Endo Steel
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Large Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**

- 1. Gyro
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. XL Fusion Engine
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 4-6**

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Right Arm (CASE)

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3**
- 4. LRM 20
 - 5. LRM 20
 - 6. LRM 20

- 1. LRM 20
 - 2. Ammo [LRM 20] 6
 - 3. Ammo [LRM 20] 6
 - 4. Ammo [Ultra AC/20] 5
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6**

Right Torso (CASE)

- 1. XL Fusion Engine
 - 2. XL Fusion Engine
- 1-3**
- 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ultra AC/20
 - 6. Ultra AC/20

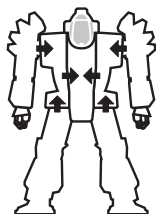
- 1. Ultra AC/20
 - 2. Ultra AC/20
 - 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ammo [Ultra AC/20] 5
 - 6. Ammo [Ultra AC/20] 5
- 4-6**

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

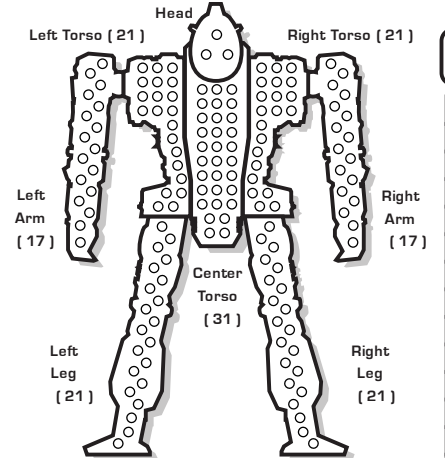
Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 [36]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Sabre SB-27b-EC

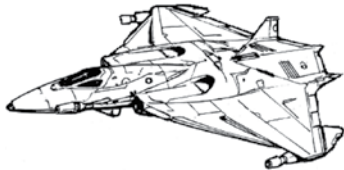
Thrust: _____ Tonnage: 25
 SafeThrust: 11 Tech Base: Mixed
 Maximum Thrust: 17 Rules Level: Experimental
 Role: Interceptor

Weapons & Equipment Inventory

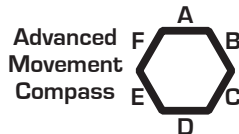
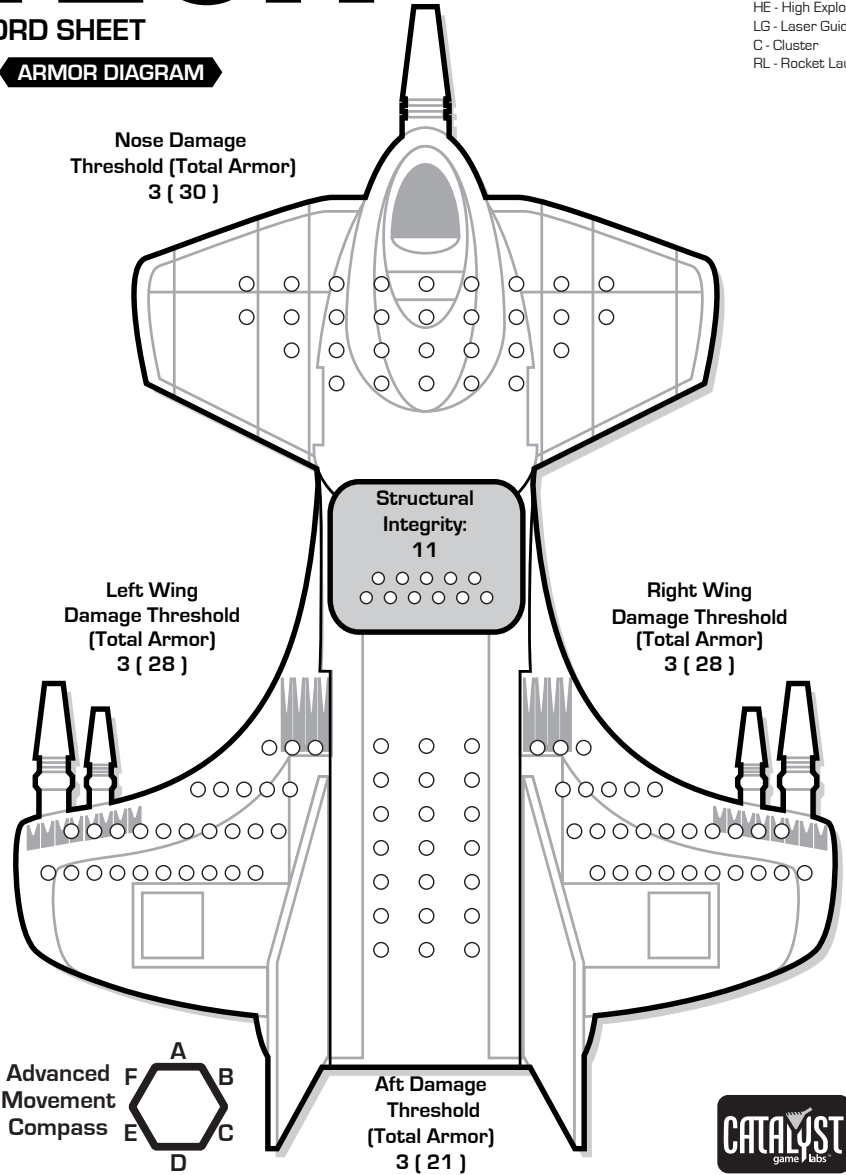
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser (P) [DE]	LWG	5	5	5	-	-
2	ER Medium Laser (P) [DE]	RWG	5	5	5	-	-

Fuel Points: 400

BV: 987



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp avoid on 8+	○
27	Pilot damage, avoid on 9+	○
26	Shutdown, avoid on 10+	○
25	Random Movement, avoid on 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

VELOCITY RECORD

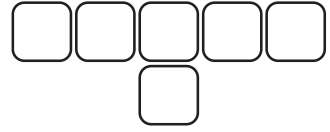
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Issedone Prime

Thrust: _____ Tonnage: 30
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

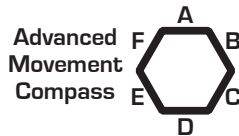
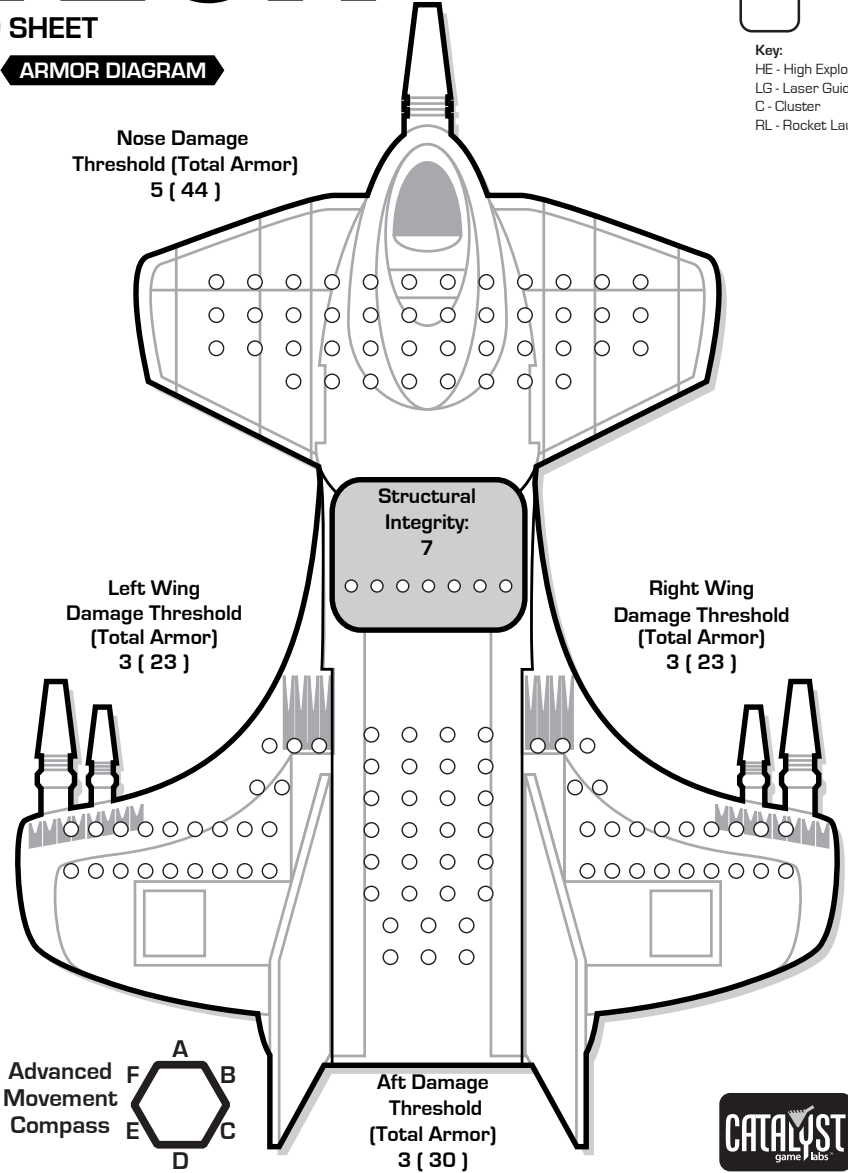
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large Pulse Laser [P]	NOS	10	10	10	10	-
1	ER Medium Laser [DE]	NOS	5	7	7	-	-

Fuel Points: 400

BV: 1,033



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp avoid on 8+	○ ○
27	Pilot damage, avoid on 9+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	Random Movement, avoid on 10+	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
21	Pilot damage, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○
20	Random Movement, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	Random Movement, avoid on 7+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	Random Movement, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	Random Movement, avoid on 5+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

VELOCITY RECORD

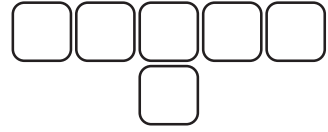
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Issedone A

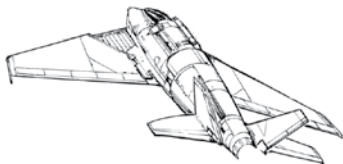
Thrust: _____ Tonnage: 30
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

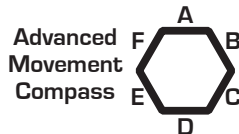
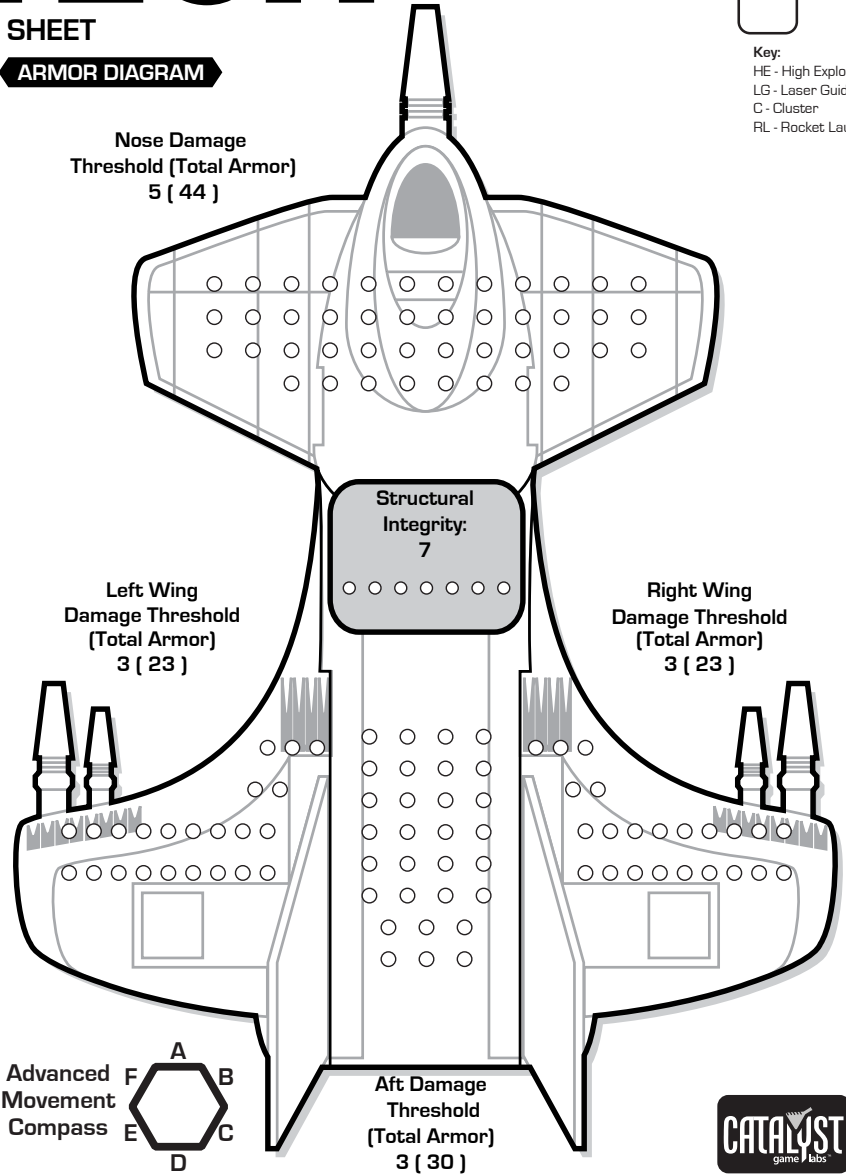
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Large Laser [DE]	NOS	12	10	10	10	10
1	ER Small Laser [DE]	NOS	2	5	-	-	-
1	LRM 10 [M.C.S.]	NOS	4	6	6	6	-

Ammo: [LRM 10] 12
 Fuel Points: 400

BV: 1,084



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
30	Shutdown	○ ○ ○
28	Ammo Exp avoid on 8+	
27	Pilot damage, avoid on 9+	
26	Shutdown, avoid on 10+	
25	Random Movement, avoid on 10+	
24	+4 Modifier to Fire	
23	Ammo Exp avoid on 6+	
22	Shutdown, avoid on 8+	
21	Pilot damage, avoid on 6+	
20	Random Movement, avoid on 8+	
19	Ammo Exp avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

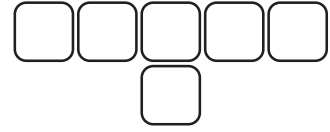
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Issedone B

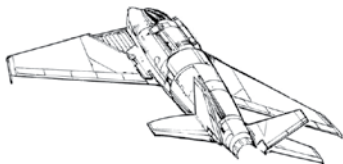
Thrust: _____ Tonnage: 30
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

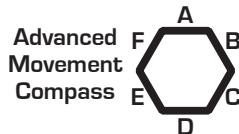
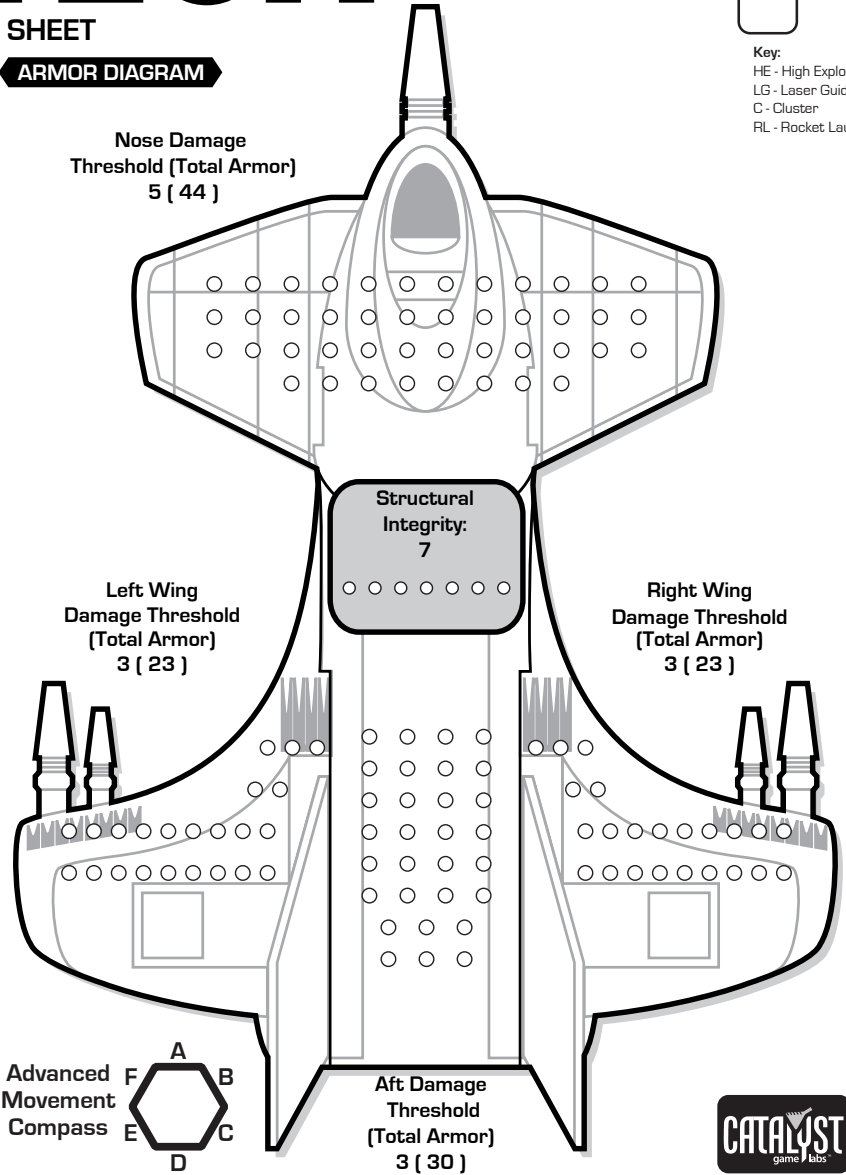
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Medium Laser [DE]	NDS	5	7	7	-	-
1	LRM 10 [M,C,S]	LWG	4	6	6	6	-
1	LRM 10 [M,C,S]	RWG	4	6	6	6	-
1	ER Medium Laser [DE]	AFT	5	7	7	-	-

Ammo: [LRM 10] 24
 Fuel Points: 400

BV: 1,095



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 10

Level*	Effects	Heat Sink
30	Shutdown	○
28	Ammo Exp avoid on 8+	○
27	Pilot damage, avoid on 9+	○
26	Shutdown, avoid on 10+	○
25	Random Movement, avoid on 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

VELOCITY RECORD

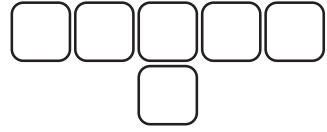
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Issedone C

Thrust: _____ Tonnage: 30
 SafeThrust: 6 Tech Base: Mixed
 Maximum Thrust: 9 Rules Level: Advanced
 Role: Fast Dogfighter

Weapons & Equipment Inventory

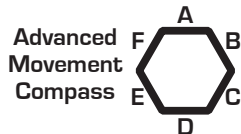
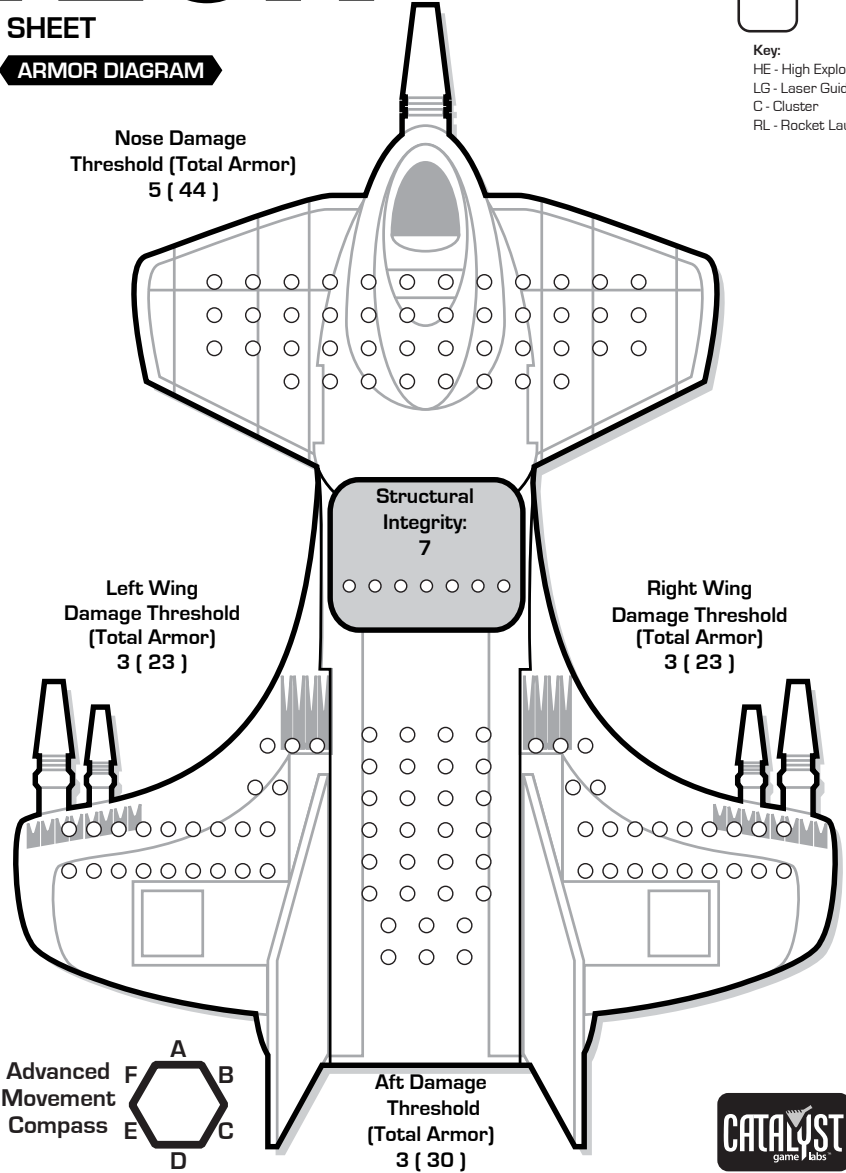
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Small Laser [Cln] [DE]	NOS	2	5	-	-	-
1	Light TAG [Cln]	NOS	-	0	-	-	-
1	Modular Armor [E]	NOS	-	-	-	-	-
2	Micro Pulse Laser [P,Al]	LWG	1	3	-	-	-
1	Modular Armor [E]	LWG	-	-	-	-	-
2	Micro Pulse Laser [P,Al]	RWG	1	3	-	-	-
1	Modular Armor [E]	RWG	-	-	-	-	-
2	Chaff Pod [E]	AFT	-	-	-	-	-
1	ECM Suite [Cln] [E]	FSLG	-	-	-	-	-

Fuel Points: 400

BV: 704



ARMOR DIAGRAM



Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 10

Level*	Effects	Heat Sink
30	Shutdown	○
28	Ammo Exp avoid on 8+	○
27	Pilot damage, avoid on 9+	○
26	Shutdown, avoid on 10+	○
25	Random Movement, avoid on 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

VELOCITY RECORD

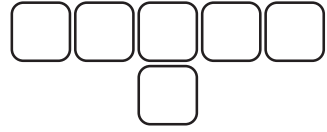
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

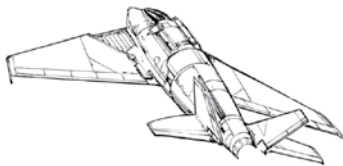
Type: Issedone D
Thrust: _____ **Tonnage:** 30
SafeThrust: 7 **Tech Base:** Clan
Maximum Thrust: 11 **Rules Level:** Standard
Role: Fast Dogfighter

Weapons & Equipment Inventory

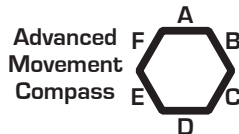
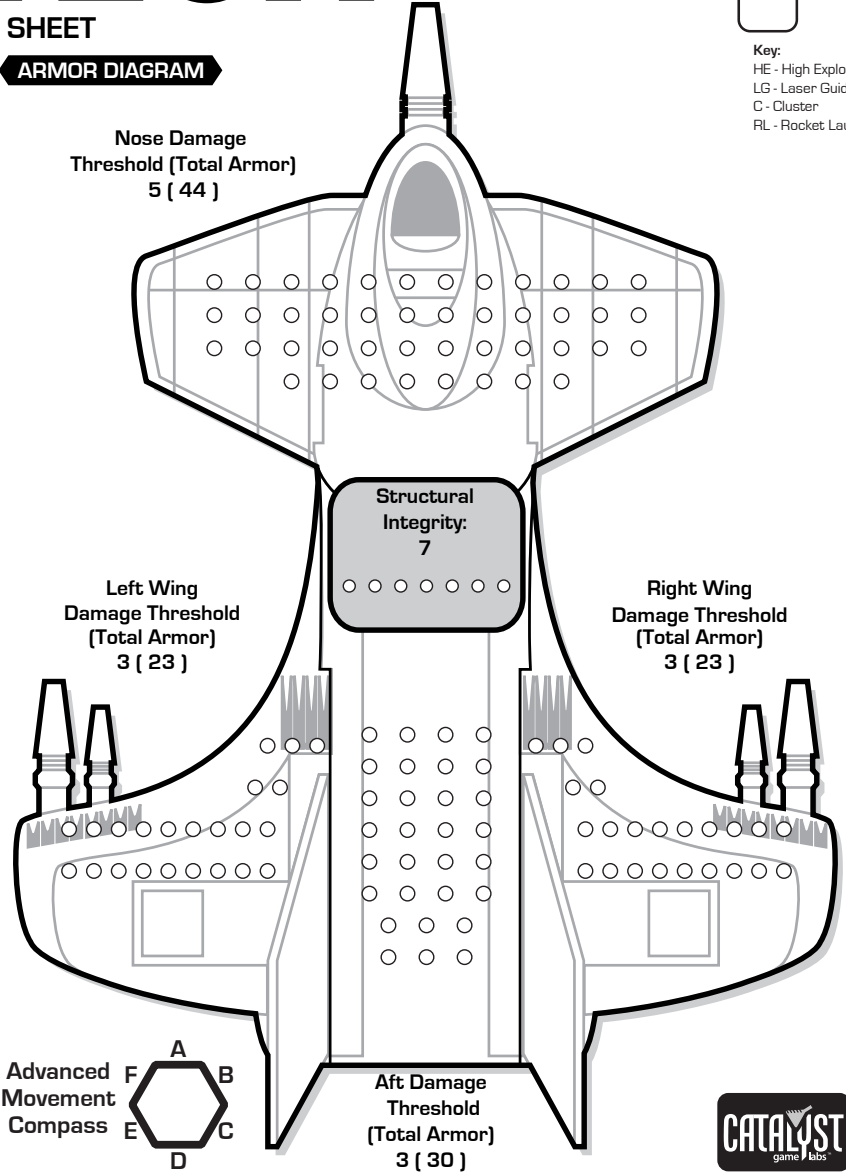
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ProtoMech AC/8 [DB,S]	NOS	2	8	-	-	-
4	ER Small Laser [DE]	NOS	2	5	-	-	-
1	ER Small Laser [DE]	AFT	2	5	-	-	-

Ammo: [Proto AC/8] 10
 Fuel Points: 400

BV: 753



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 10

Level*	Effects	Heat Sink
30	Shutdown	○
28	Ammo Exp avoid on 8+	○
27	Pilot damage, avoid on 9+	○
26	Shutdown, avoid on 10+	○
25	Random Movement, avoid on 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

VELOCITY RECORD

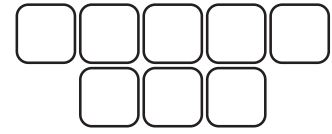
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Pella
 Thrust: _____ Tonnage: 40
 SafeThrust: 9 Tech Base: Clan
 Maximum Thrust: 14 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

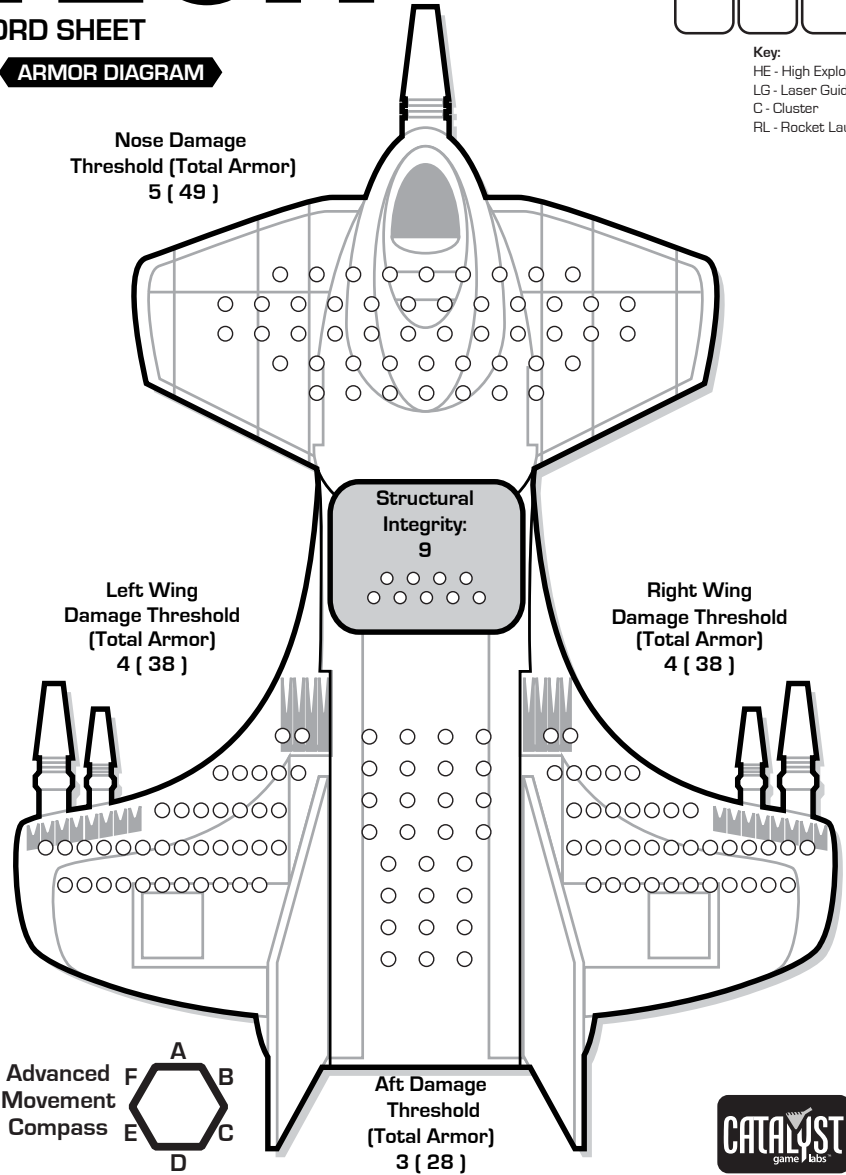
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LB 5-X AC [DB,C/F,S]	NOS	1	5	5	5	—
1	Active Probe [E]	NOS	—	—	—	—	—
1	ER Large Laser [DE]	LWG	12	10	10	10	10
1	ER Large Laser [DE]	RWG	12	10	10	10	10

Ammo: [LB-5X] 20
 Fuel Points: 240

BV: 1,793



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Level*	Effects	Double Heat Sinks: 11 (22)
30	Shutdown	○ ○
28	Ammo Exp avoid on 8+	○ ○
27	Pilot damage, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	Random Movement, avoid on 10+	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
21	Pilot damage, avoid on 6+	○ ○
20	Random Movement, avoid on 8+	○ ○
19	Ammo Exp avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	Random Movement, avoid on 7+	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	Random Movement, avoid on 6+	○ ○
8	+1 Modifier to Fire	○ ○
5	Random Movement, avoid on 5+	○ ○

VELOCITY RECORD

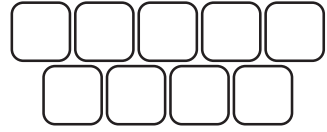
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Ogotai Prime

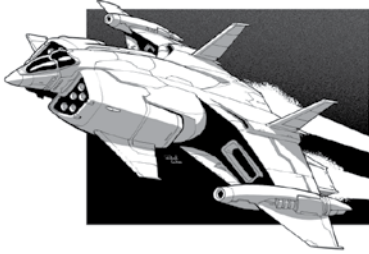
Thrust: _____ Tonnage: 45
 SafeThrust: 8 Tech Base: Clan
 Maximum Thrust: 12 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

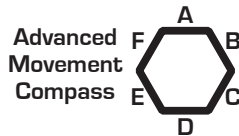
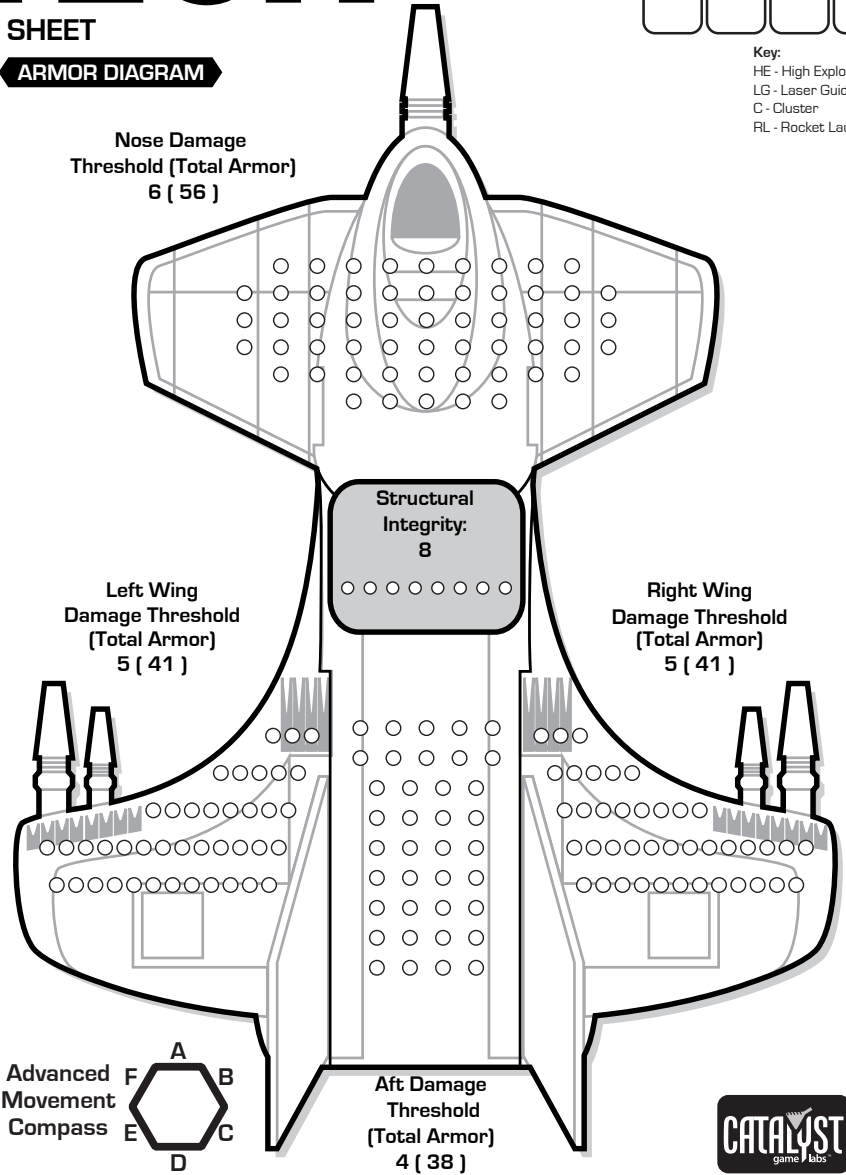
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 10 [M,C,S]	NDS	4	6	6	6	-
1	ER Large Laser [DE]	LWG	12	10	10	10	10
1	ER Large Laser [DE]	RWG	12	10	10	10	10
1	ER Medium Laser [DE]	AFT	5	7	7	-	-

Ammo: [LRM 10] 12
 Fuel Points: 400

BV: 1,665



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Landing Gear +5

Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 16

Level*	Effects	Heat Sink
30	Shutdown	<input type="checkbox"/>
28	Ammo Exp avoid on 8+	<input type="checkbox"/>
27	Pilot damage, avoid on 8+	<input type="checkbox"/>
26	Shutdown, avoid on 10+	<input type="checkbox"/>
25	Random Movement, avoid on 10+	<input type="checkbox"/>
24	+4 Modifier to Fire	<input type="checkbox"/>
23	Ammo Exp avoid on 6+	<input type="checkbox"/>
22	Shutdown, avoid on 8+	<input type="checkbox"/>
21	Pilot damage, avoid on 6+	<input type="checkbox"/>
20	Random Movement, avoid on 8+	<input type="checkbox"/>
19	Ammo Exp avoid on 4+	<input type="checkbox"/>
18	Shutdown, avoid on 6+	<input type="checkbox"/>
17	+3 Modifier to Fire	<input type="checkbox"/>
15	Random Movement, avoid on 7+	<input type="checkbox"/>
14	Shutdown, avoid on 4+	<input type="checkbox"/>
13	+2 Modifier to Fire	<input type="checkbox"/>
10	Random Movement, avoid on 6+	<input type="checkbox"/>
8	+1 Modifier to Fire	<input type="checkbox"/>
5	Random Movement, avoid on 5+	<input type="checkbox"/>

VELOCITY RECORD

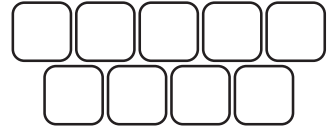
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Ogotai A

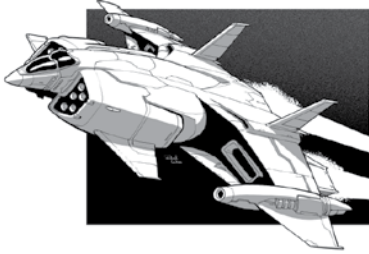
Thrust: _____ Tonnage: 45
 SafeThrust: 8 Tech Base: Clan
 Maximum Thrust: 12 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

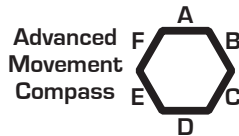
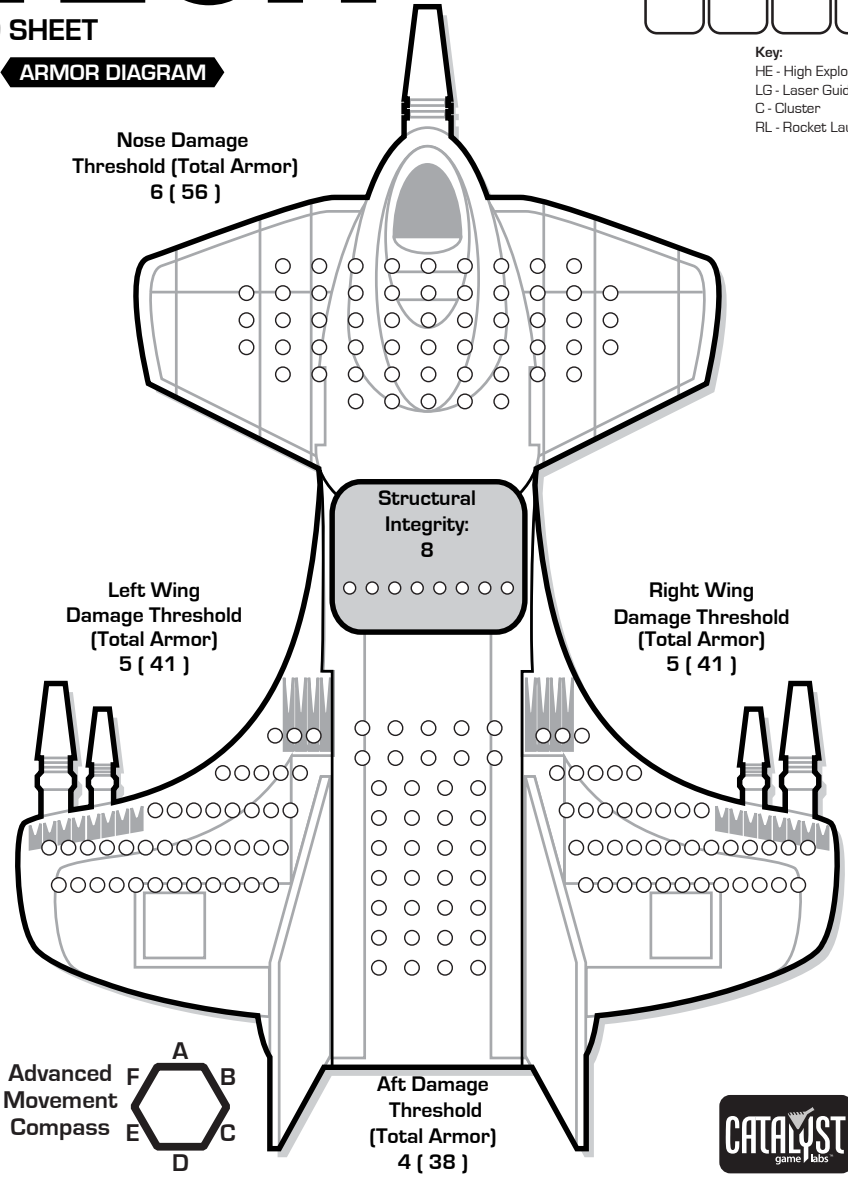
Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Medium Pulse Laser [P]	NOS	4	7	7	-	-
1	SRM 6 [M,C,S] w/Artemis IV	NOS	4	10	-	-	-
1	Medium Pulse Laser [P]	LWG	4	7	7	-	-
1	SRM 6 [M,C,S] w/Artemis IV	LWG	4	10	-	-	-
1	Medium Pulse Laser [P]	RWG	4	7	7	-	-
1	SRM 6 [M,C,S] w/Artemis IV	RWG	4	10	-	-	-

Ammo: [SRM 6] 45
 Fuel Points: 400

BV: 1,551



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 12

Level*	Effects	Heat Sink
30	Shutdown	○ ○
28	Ammo Exp avoid on 8+	○ ○ ○
27	Pilot damage, avoid on 6+	○ ○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○ ○
25	Random Movement, avoid on 10+	○ ○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○ ○
23	Ammo Exp avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○ ○
21	Pilot damage, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
20	Random Movement, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	Random Movement, avoid on 7+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	Random Movement, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	Random Movement, avoid on 5+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

VELOCITY RECORD

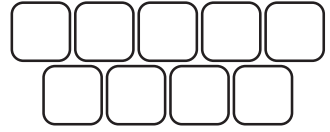
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Ogotai B

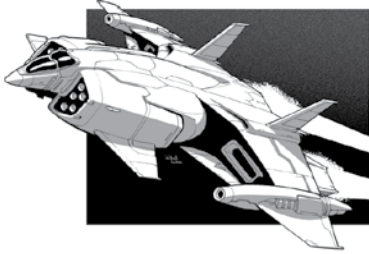
Thrust: _____ Tonnage: 45
 SafeThrust: 8 Tech Base: Clan
 Maximum Thrust: 12 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

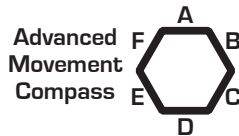
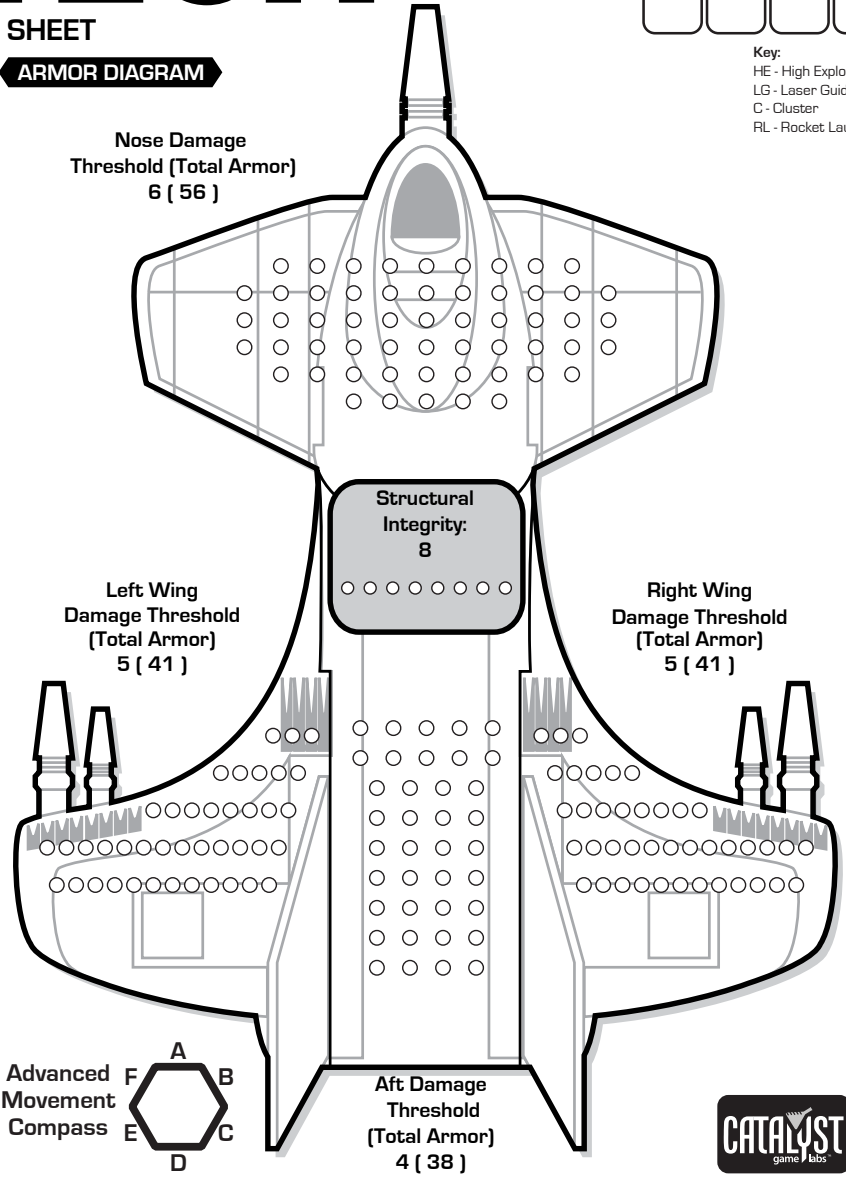
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
5	ER Small Laser [DE]	NOS	2	5	-	-	-
1	LRM 20 [M,C,S]	LWG	6	12	12	12	-
1	LRM 20 [M,C,S]	RWG	6	12	12	12	-

Ammo: [LRM 20] 24
 Fuel Points: 400

BV: 1,817



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Landing Gear +5

Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Sinks: 12

Level*	Effects	Heat Sink
30	Shutdown	<input type="checkbox"/>
28	Ammo Exp avoid on 8+	<input type="checkbox"/>
27	Pilot damage, avoid on 8+	<input type="checkbox"/>
26	Shutdown, avoid on 10+	<input type="checkbox"/>
25	Random Movement, avoid on 10+	<input type="checkbox"/>
24	+4 Modifier to Fire	<input type="checkbox"/>
23	Ammo Exp avoid on 6+	<input type="checkbox"/>
22	Shutdown, avoid on 8+	<input type="checkbox"/>
21	Pilot damage, avoid on 6+	<input type="checkbox"/>
20	Random Movement, avoid on 8+	<input type="checkbox"/>
19	Ammo Exp avoid on 4+	<input type="checkbox"/>
18	Shutdown, avoid on 6+	<input type="checkbox"/>
17	+3 Modifier to Fire	<input type="checkbox"/>
15	Random Movement, avoid on 7+	<input type="checkbox"/>
14	Shutdown, avoid on 4+	<input type="checkbox"/>
13	+2 Modifier to Fire	<input type="checkbox"/>
10	Random Movement, avoid on 6+	<input type="checkbox"/>
8	+1 Modifier to Fire	<input type="checkbox"/>
5	Random Movement, avoid on 5+	<input type="checkbox"/>

VELOCITY RECORD

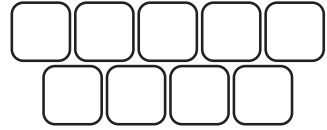
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

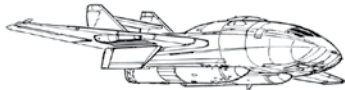
Type: Tomahawk THK-63-EC
Thrust: _____ **Tonnage:** 45
SafeThrust: 8 **Tech Base:** Mixed
Maximum Thrust: 12 **Rules Level:** Experimental
Role: Fast Dogfighter

Weapons & Equipment Inventory

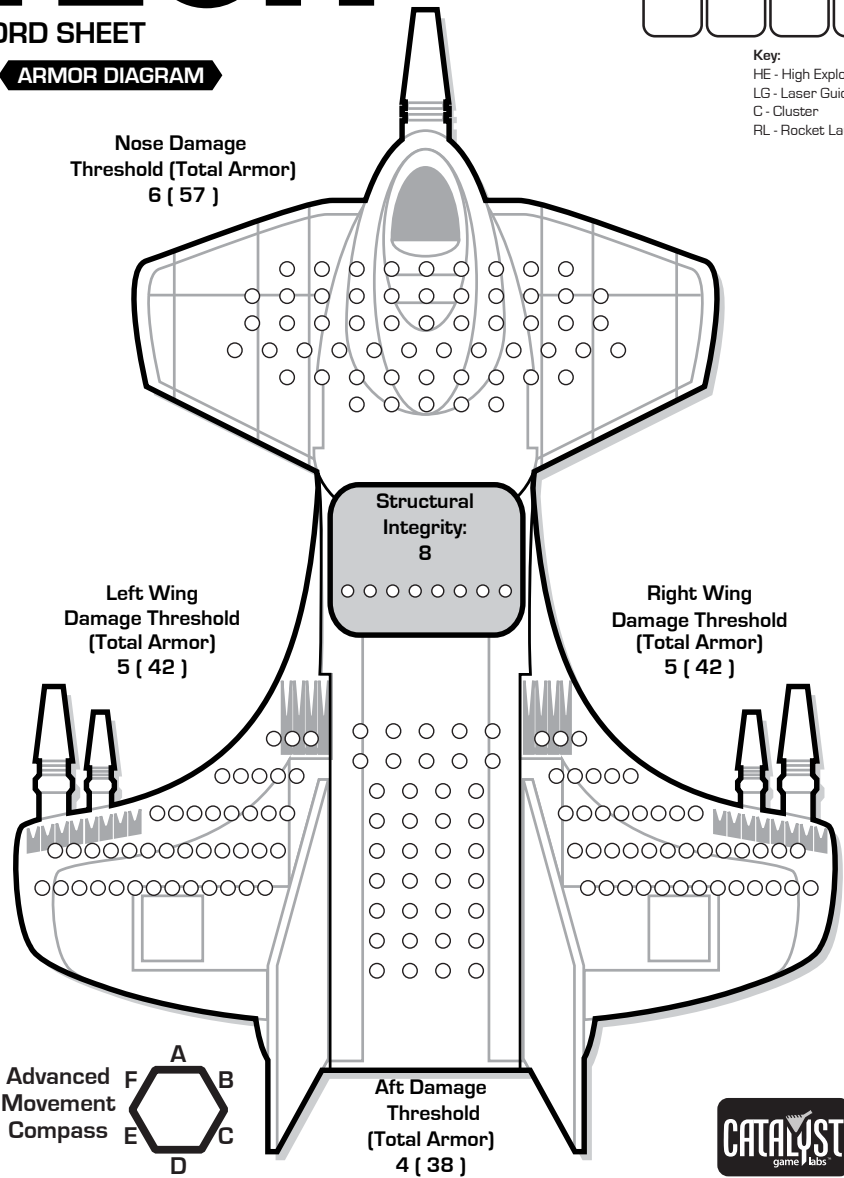
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Small Laser [DE]	NOS	1	3	-	-	-
1	Improved Large Laser [DE]	LWG	8	8	8	-	-
1	Improved Large Laser [DE]	RWG	8	8	8	-	-

Fuel Points: 400

BV: 1,038



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Level*	Effects	Double Heat Sinks: 14 (28)
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○

VELOCITY RECORD

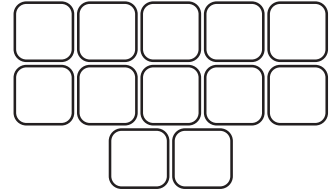
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Goth Prime

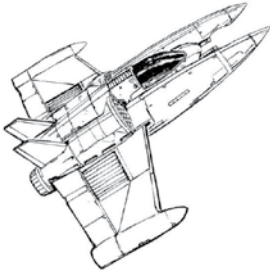
Thrust: Tonnage: 60
 SafeThrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Rules Level: Advanced
Role: Fire Support

Weapons & Equipment Inventory

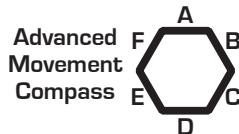
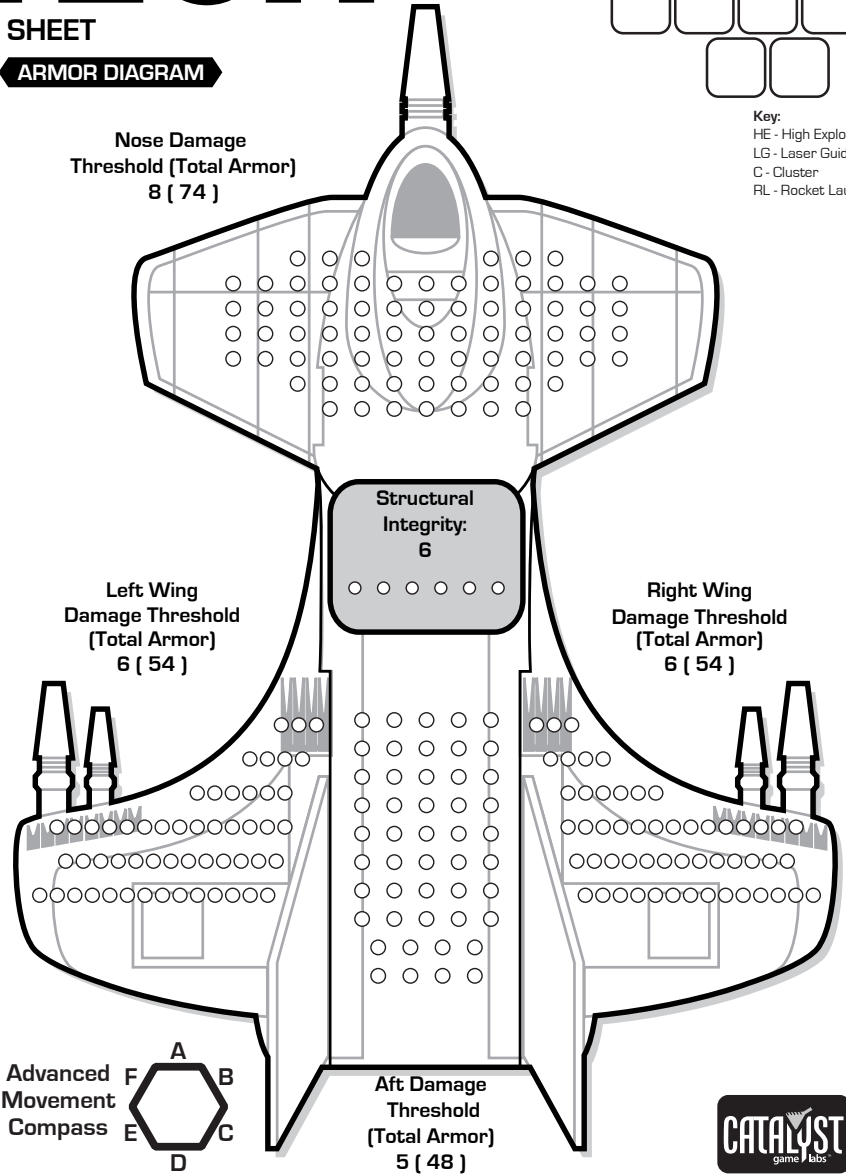
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large Pulse Laser [P]	NOS	10	10	10	10	-
2	ER Medium Laser [DE]	NOS	5	7	7	-	-
1	LRM 15 [M,C,S] w/Artemis IV	LWG	5	12	12	12	-
1	Small Pulse Laser [P,Al]	LWG	2	3	-	-	-
1	LRM 15 [M,C,S] w/Artemis IV	RWG	5	12	12	12	-
1	Small Pulse Laser [P,Al]	RWG	2	3	-	-	-
2	ER Medium Laser [DE]	AFT	5	7	7	-	-

Ammo: (LRM 15) 16
 Fuel Points: 480

BV: 1,993



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D
 FCS +2 +4 D Landing Gear +5
 Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

 Modifier

+1	+2	+3	+4	+5
----	----	----	----	----

HEAT DATA

Heat Sinks: 19
 Heat Level* Effects
 30 Shutdown ○○○
 28 Ammo Exp avoid on 8+ ○○○○
 27 Pilot damage, avoid on 9+ ○○○○○
 26 Shutdown, avoid on 10+ ○○○○○
 25 Random Movement, avoid on 10+ ○○○○○
 24 +4 Modifier to Fire ○○○○○
 23 Ammo Exp avoid on 6+ ○○○○○
 22 Shutdown, avoid on 8+ ○○○○○
 21 Pilot damage, avoid on 6+ ○○○○○
 20 Random Movement, avoid on 8+ ○○○○○
 19 Ammo Exp avoid on 4+ ○○○○○
 18 Shutdown, avoid on 6+ ○○○○○
 17 +3 Modifier to Fire ○○○○○
 15 Random Movement, avoid on 7+ ○○○○○
 14 Shutdown, avoid on 4+ ○○○○○
 13 +2 Modifier to Fire ○○○○○
 10 Random Movement, avoid on 6+ ○○○○○
 8 +1 Modifier to Fire ○○○○○
 5 Random Movement, avoid on 5+ ○○○○○

VELOCITY RECORD

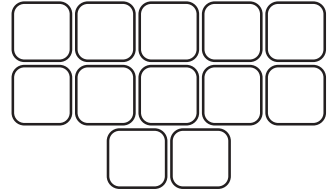
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

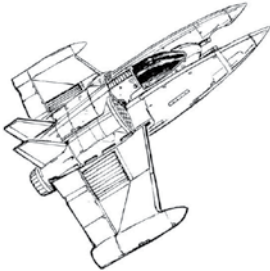
Type: Goth A
Thrust: _____ **Tonnage:** 60
SafeThrust: 5 **Tech Base:** Clan
Maximum Thrust: 8 **Rules Level:** Standard
Role: Attack Fighter

Weapons & Equipment Inventory

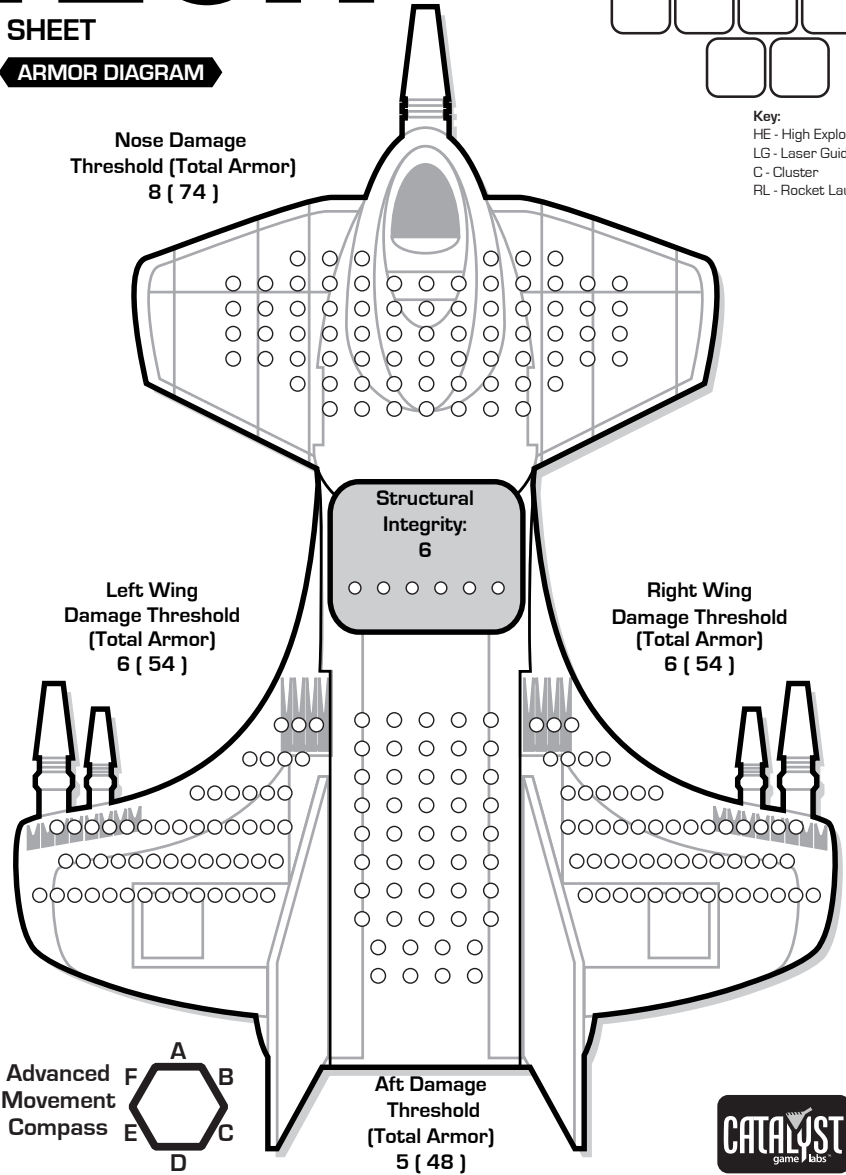
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Large Pulse Laser [P]	NOS	10	10	10	10	—
1	ER Medium Laser [DE]	LWG	5	7	7	—	—
2	SRM 6 [M,C,S]	LWG	4	8	—	—	—
1	ER Medium Laser [DE]	RWG	5	7	7	—	—
2	SRM 6 [M,C,S]	RWG	4	8	—	—	—

Ammo: (SRM 6) 15
 Fuel Points: 480

BV: 1,898



ARMOR DIAGRAM



Advanced Movement Compass



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat		Heat Sinks:	21
Level*	Effects		
30	Shutdown	○○○	
28	Ammo Exp avoid on 8+	○○○	
27	Pilot damage, avoid on 8+	○○○	
26	Shutdown, avoid on 10+	○○○	
25	Random Movement, avoid on 10+	○○○	
24	+4 Modifier to Fire	○○○	
23	Ammo Exp avoid on 6+	○○○	
22	Shutdown, avoid on 8+	○○○	
21	Pilot damage, avoid on 6+	○○○	
20	Random Movement, avoid on 8+	○○○	
19	Ammo Exp avoid on 4+	○○○	
18	Shutdown, avoid on 6+	○○○	
17	+3 Modifier to Fire	○○○	
15	Random Movement, avoid on 7+	○○○	
14	Shutdown, avoid on 4+	○○○	
13	+2 Modifier to Fire	○○○	
10	Random Movement, avoid on 6+	○○○	
8	+1 Modifier to Fire	○○○	
5	Random Movement, avoid on 5+	○○○	

VELOCITY RECORD

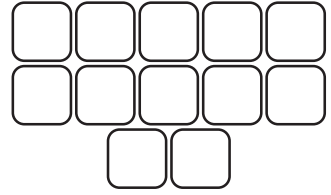
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

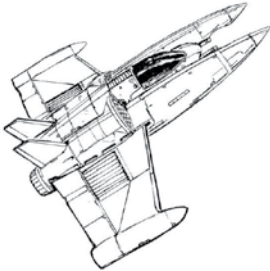
Type: Goth B
 Thrust: _____ Tonnage: 60
 SafeThrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

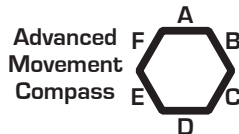
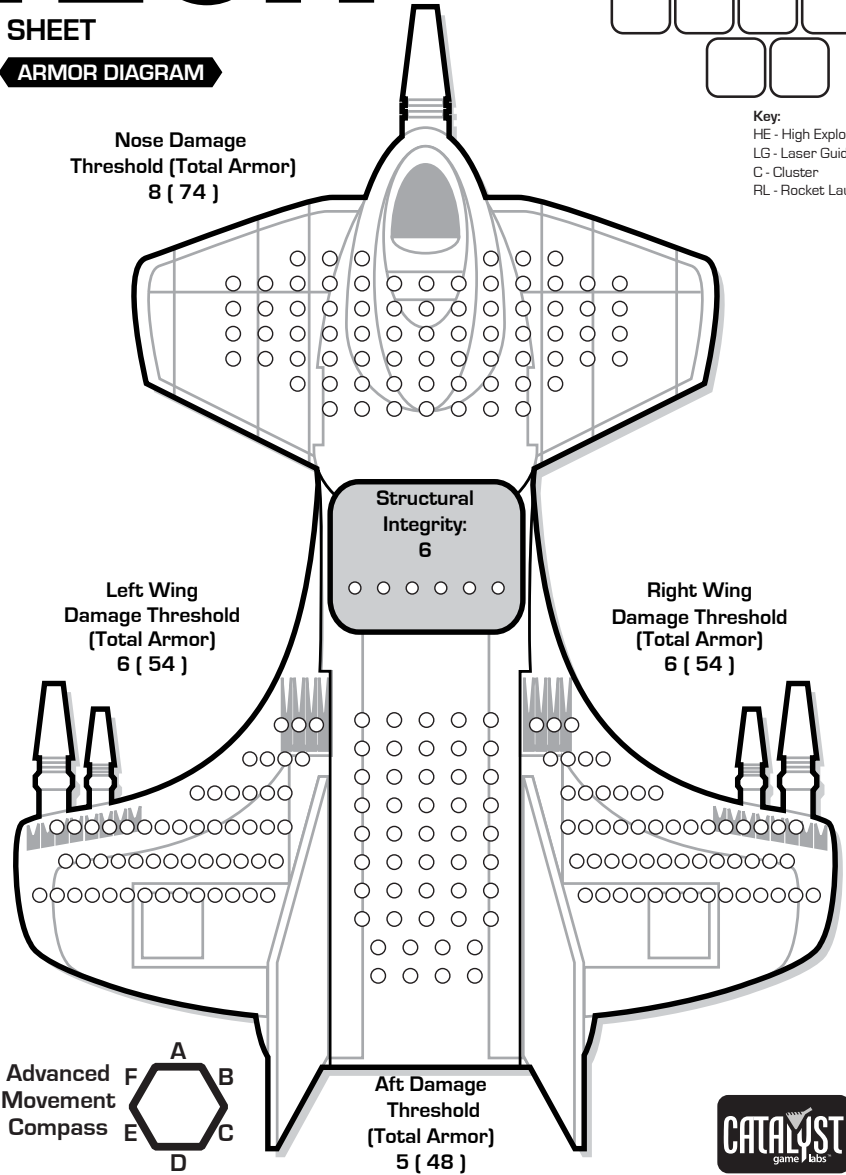
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Active Probe [E]	NDS	—	—	—	—	—
1	Large Pulse Laser [P]	LWG	10	10	10	10	—
1	ER Large Laser [DE]	LWG	12	10	10	10	10
1	Large Pulse Laser [P]	RWG	10	10	10	10	—
1	ER Large Laser [DE]	RWG	12	10	10	10	10

Fuel Points: 480

BV: 1,955



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 21
30	Shutdown	○○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○
26	Shutdown, avoid on 10+	○○○
25	Random Movement, avoid on 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
21	Pilot damage, avoid on 6+	○○○
20	Random Movement, avoid on 8+	○○○
19	Ammo Exp avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	Random Movement, avoid on 7+	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	Random Movement, avoid on 6+	○○○
8	+1 Modifier to Fire	○○○
5	Random Movement, avoid on 5+	○○○

VELOCITY RECORD

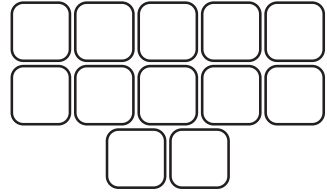
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

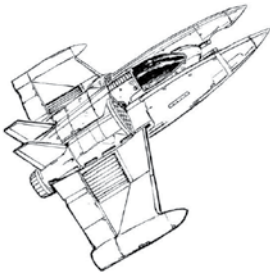
Type: Goth C
 Thrust: _____ Tonnage: 60
 SafeThrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

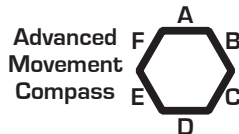
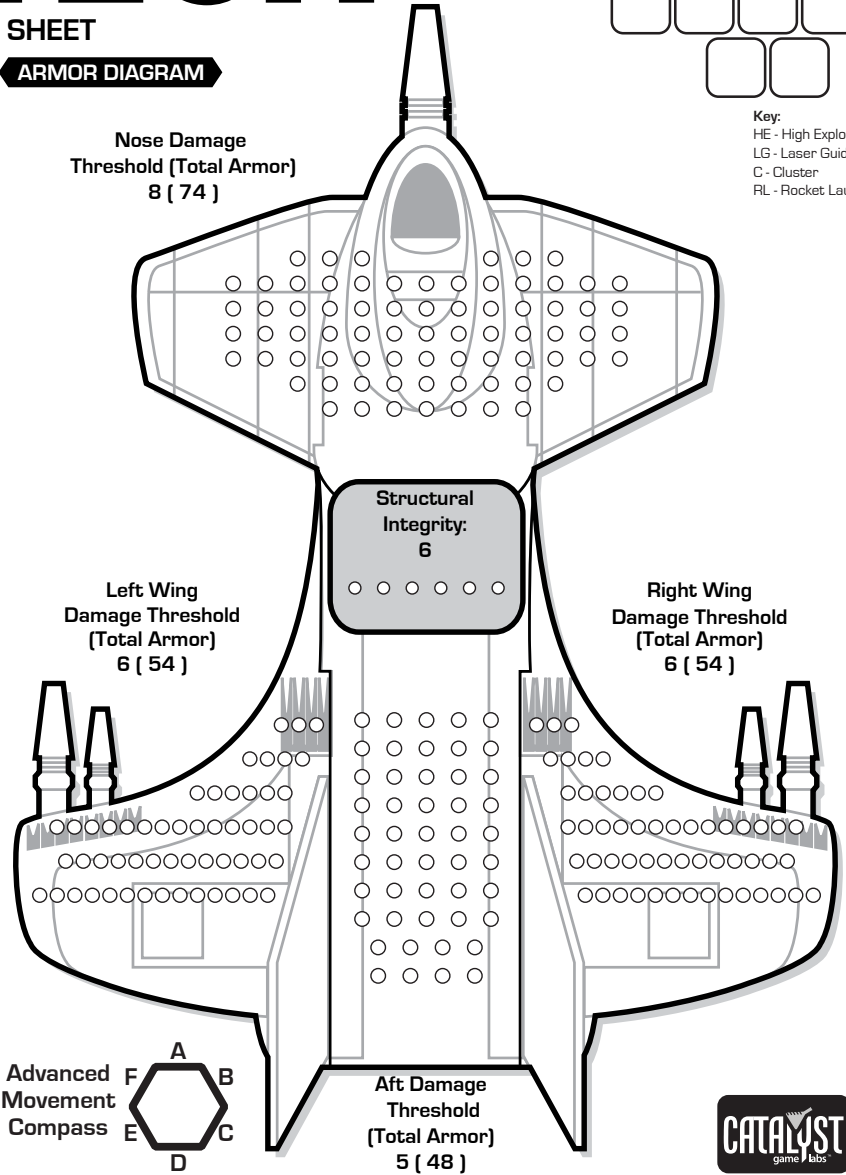
Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)		
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Rotary AC/5 [DB,R/C]	NOS	1	20	20	20	-

Ammo: (RAC/5) 140
 Fuel Points: 480

BV: 2,062



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

 Modifier:

+1	+2	+3	+4	+5
----	----	----	----	----

HEAT DATA

Level*	Effects	Heat Sinks:
30	Shutdown	15
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○○○○○○○○

VELOCITY RECORD

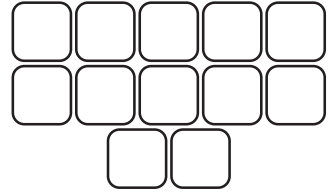
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

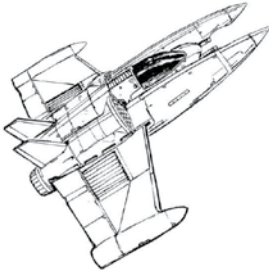
Type: Goth D
 Thrust: _____ Tonnage: 60
 SafeThrust: 5 Tech Base: Mixed
 Maximum Thrust: 8 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

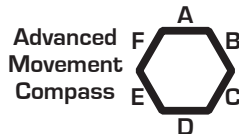
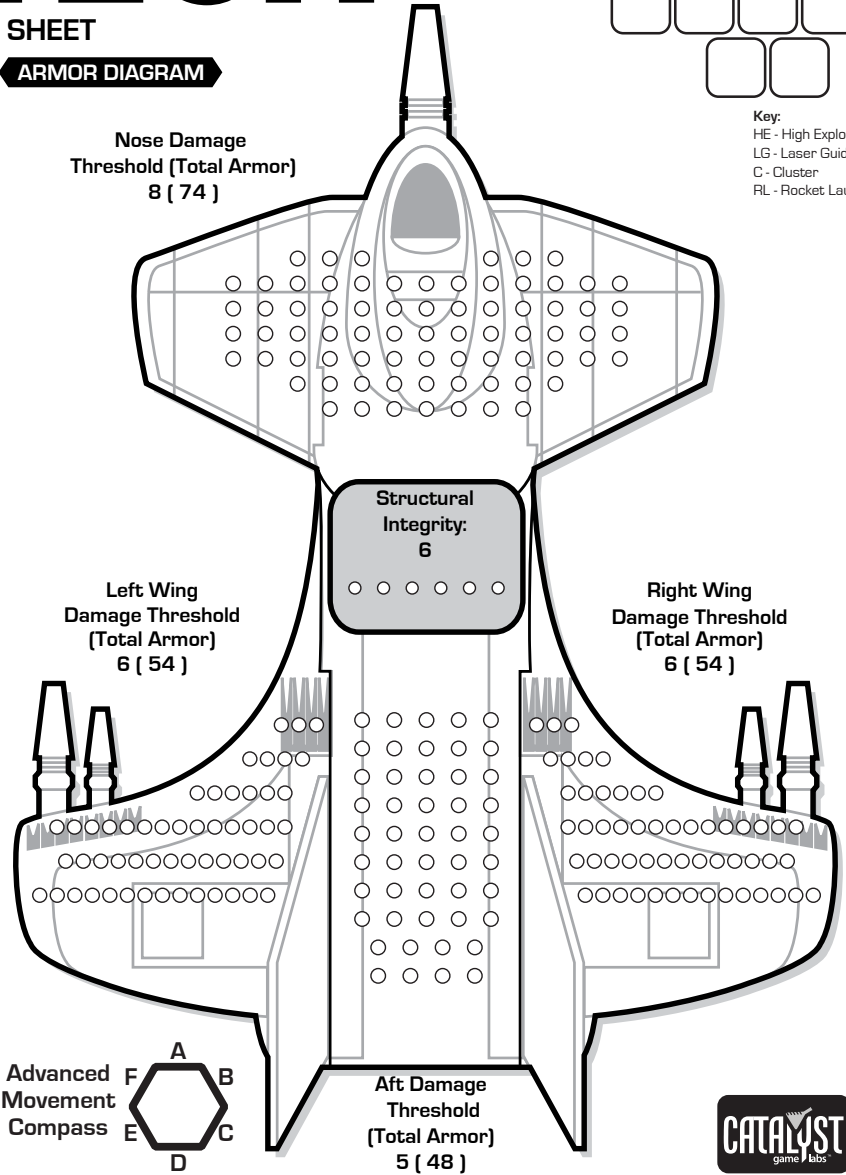
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER PPC (Clan) [DE] w/Capacitor	NOS	15	15	15	15	—
1	LRM 15 (Clan) [M,C,S] w/Artemis V	LWG	5	12	12	12	—
1	LRM 15 (Clan) [M,C,S] w/Artemis V	RWG	5	12	12	12	—

Ammo: [LRM 15] 24
 Fuel Points: 480

BV: 2,126



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Level*	Effects	Heat Sinks: 20
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○○○

VELOCITY RECORD

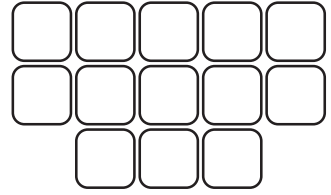
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Ironsides IRN-SD1b-EC
Thrust: _____ **Tonnage:** 65
SafeThrust: 6 **Tech Base:** Mixed
Maximum Thrust: 9 **Rules Level:** Experimental
Role: Dogfighter

Weapons & Equipment Inventory

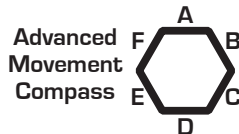
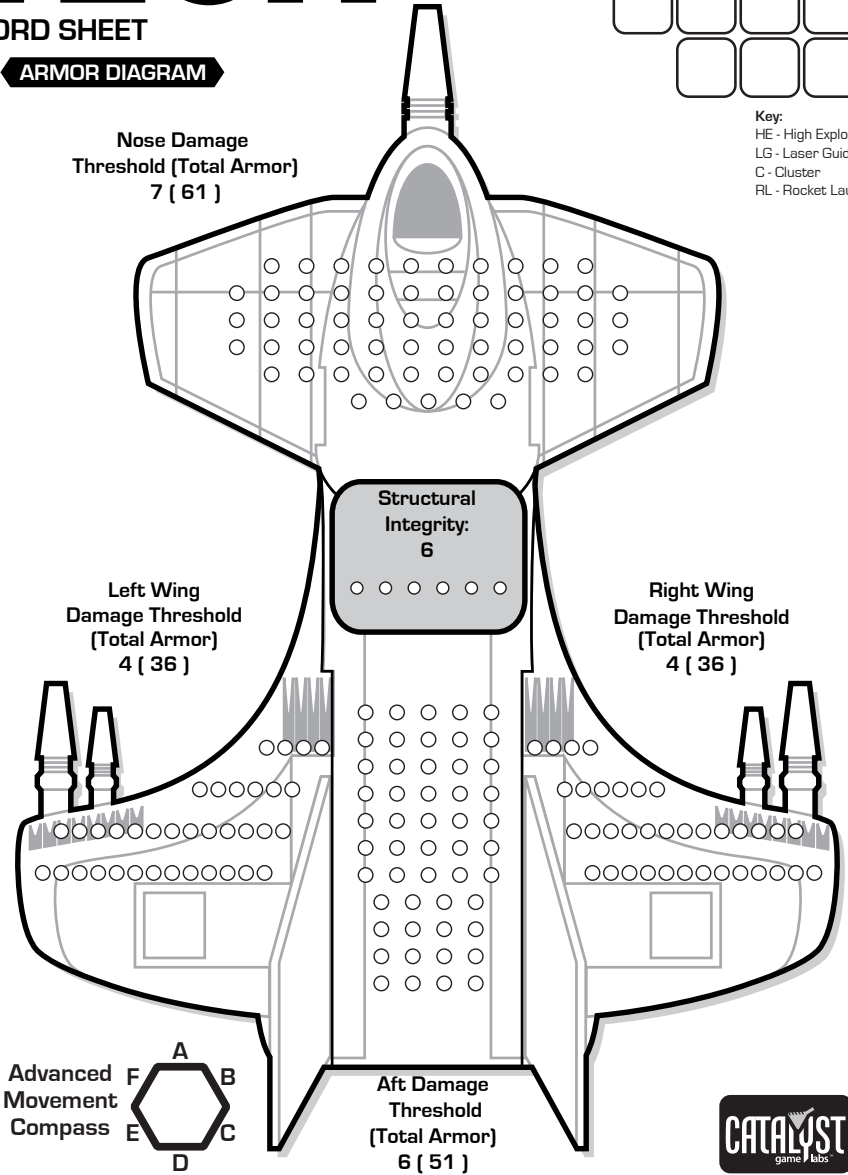
Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC [DE]	NOS	15	10	10	10	—
1	Streak SRM 4 [Clan] [M,C,S]	NOS	3	8	8	—	—
1	Medium Laser [DE]	LWG	3	5	—	—	—
2	Streak SRM 4 [Clan] [M,C,S]	LWG	3	8	8	—	—
1	Medium Laser [DE]	RWG	3	5	—	—	—
2	Streak SRM 4 [Clan] [M,C,S]	RWG	3	8	8	—	—

Ammo: (Streak SRM 4) 50
 Fuel Points: 400

BV: 1,996



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Gasar Prime

Thrust: _____ Tonnage: 80
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

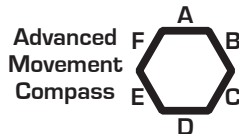
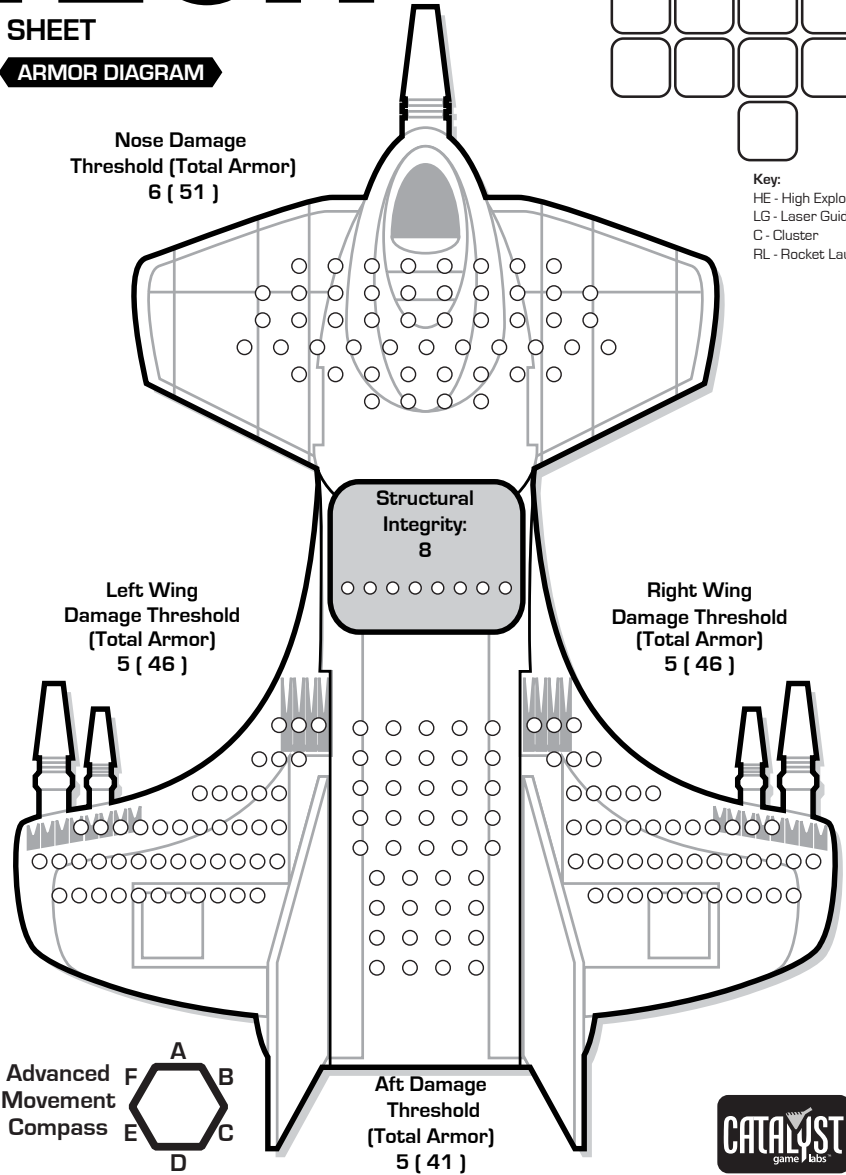
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Ultra AC/20 [DB,R/C]	NOS	7	30	30	-	-
4	ER Medium Laser [DE]	LWG	5	7	7	-	-
4	ER Medium Laser [DE]	RWG	5	7	7	-	-

Ammo: (Ultra AC/20) 20
 Fuel Points: 400

BV: 2,882



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Landing Gear +5

Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

Double Heat Sinks: 20 (40)

30	Shutdown	<input type="checkbox"/>	<input type="checkbox"/>
28	Ammo Exp avoid on 8+	<input type="checkbox"/>	<input type="checkbox"/>
27	Pilot damage, avoid on 8+	<input type="checkbox"/>	<input type="checkbox"/>
26	Shutdown, avoid on 10+	<input type="checkbox"/>	<input type="checkbox"/>
25	Random Movement, avoid on 10+	<input type="checkbox"/>	<input type="checkbox"/>
24	+4 Modifier to Fire	<input type="checkbox"/>	<input type="checkbox"/>
23	Ammo Exp avoid on 6+	<input type="checkbox"/>	<input type="checkbox"/>
22	Shutdown, avoid on 8+	<input type="checkbox"/>	<input type="checkbox"/>
21	Pilot damage, avoid on 6+	<input type="checkbox"/>	<input type="checkbox"/>
20	Random Movement, avoid on 8+	<input type="checkbox"/>	<input type="checkbox"/>
19	Ammo Exp avoid on 4+	<input type="checkbox"/>	<input type="checkbox"/>
18	Shutdown, avoid on 6+	<input type="checkbox"/>	<input type="checkbox"/>
17	+3 Modifier to Fire	<input type="checkbox"/>	<input type="checkbox"/>
15	Random Movement, avoid on 7+	<input type="checkbox"/>	<input type="checkbox"/>
14	Shutdown, avoid on 4+	<input type="checkbox"/>	<input type="checkbox"/>
13	+2 Modifier to Fire	<input type="checkbox"/>	<input type="checkbox"/>
10	Random Movement, avoid on 6+	<input type="checkbox"/>	<input type="checkbox"/>
8	+1 Modifier to Fire	<input type="checkbox"/>	<input type="checkbox"/>
5	Random Movement, avoid on 5+	<input type="checkbox"/>	<input type="checkbox"/>

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Qasar A
 Thrust: _____ Tonnage: 80
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fast Dogfighter

Weapons & Equipment Inventory

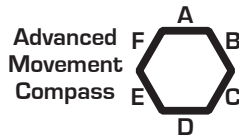
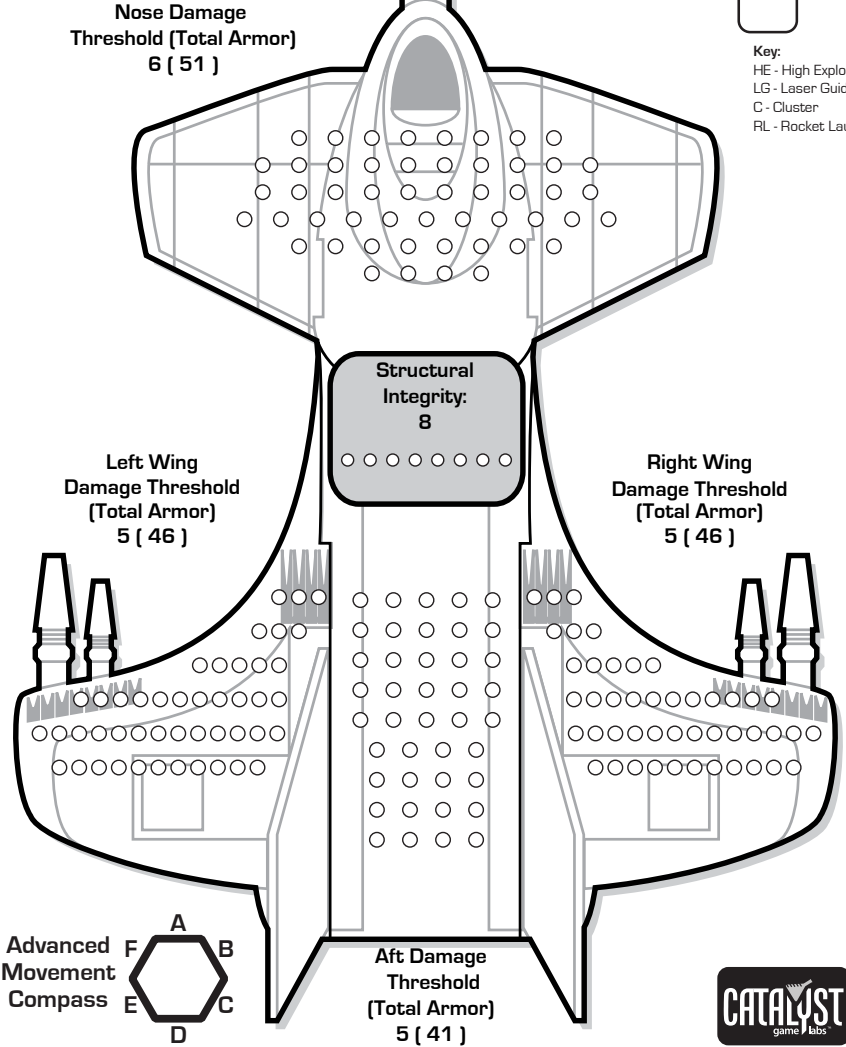
Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)		
Qty Type	Loc	Ht	SRV	MRV	LRV	ERV
5 ER Large Laser [DE]	NOS	12	10	10	10	10

Fuel Points: 240

BV: 2,754



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 26 (52)
30	Shutdown	○○○○
28	Ammo Exp avoid on 8+	○○○○
27	Pilot damage, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	Random Movement, avoid on 10+	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
21	Pilot damage, avoid on 6+	○○○○
20	Random Movement, avoid on 8+	○○○○
19	Ammo Exp avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	Random Movement, avoid on 7+	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	Random Movement, avoid on 6+	○○○○
8	+1 Modifier to Fire	○○○○
5	Random Movement, avoid on 5+	○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

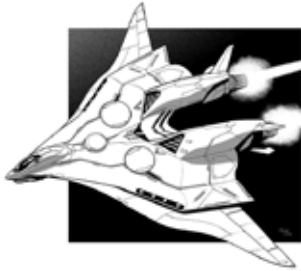
Type: Qasar B
 Thrust: _____ Tonnage: 80
 SafeThrust: 7 Tech Base: Clan
 Maximum Thrust: 11 Rules Level: Standard
 Role: Fire Support

Weapons & Equipment Inventory

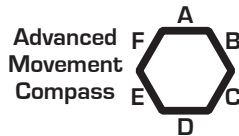
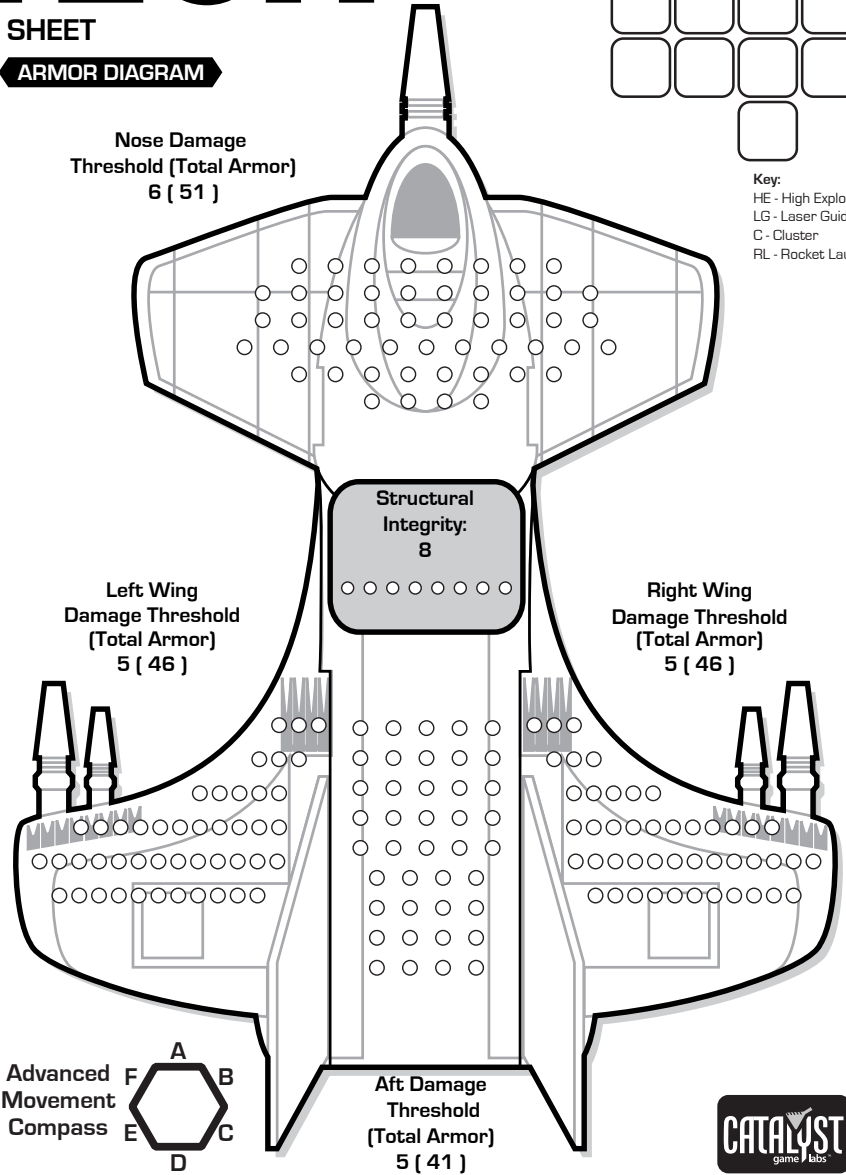
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC [DE]	NOS	15	15	15	15	—
2	Streak SRM 6 [M,C,S]	LWG	4	12	12	—	—
2	Streak SRM 6 [M,C,S]	RWG	4	12	12	—	—

Ammo: [Streak SRM 6] 30
 Fuel Points: 240

BV: 2,905



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Landing Gear +5

Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

30 Shutdown

28 Ammo Exp avoid on 8+

27 Pilot damage, avoid on 8+

26 Shutdown, avoid on 10+

25 Random Movement, avoid on 10+

24 +4 Modifier to Fire

23 Ammo Exp avoid on 6+

22 Shutdown, avoid on 8+

21 Pilot damage, avoid on 6+

20 Random Movement, avoid on 8+

19 Ammo Exp avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

15 Random Movement, avoid on 7+

14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

10 Random Movement, avoid on 6+

8 +1 Modifier to Fire

5 Random Movement, avoid on 5+

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

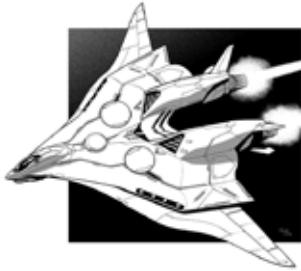
Type: Qasar C
Thrust: _____ **Tonnage:** 80
SafeThrust: 7 **Tech Base:** Clan
Maximum Thrust: 11 **Rules Level:** Standard
Role: Fire Support

Weapons & Equipment Inventory

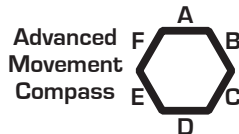
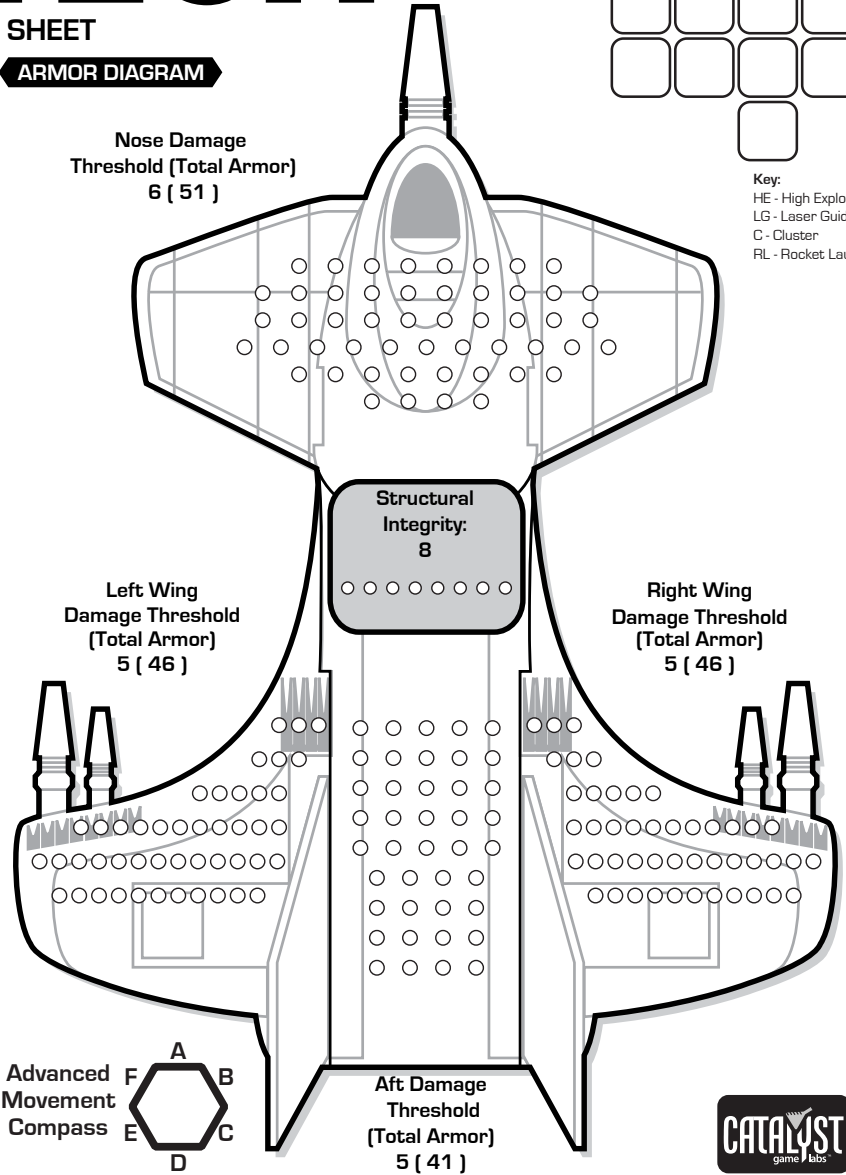
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Rotary AC/5 [DB,R/C]	NOS	1	20	20	20	-
1	ER PPC [DE] w/Capacitor	LWG	15	15	15	15	-
1	ER PPC [DE] w/Capacitor	RWG	15	15	15	15	-

Ammo: (RAC/5) 40
 Fuel Points: 240

BV: 3,259



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

Double Heat Sinks: 20 (40)

30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Qasar D
Thrust: _____ **Tonnage:** 80
SafeThrust: 7 **Tech Base:** Clan
Maximum Thrust: 11 **Rules Level:** Standard
Role: Fast Dogfighter

Weapons & Equipment Inventory

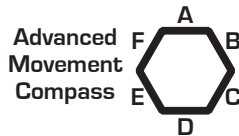
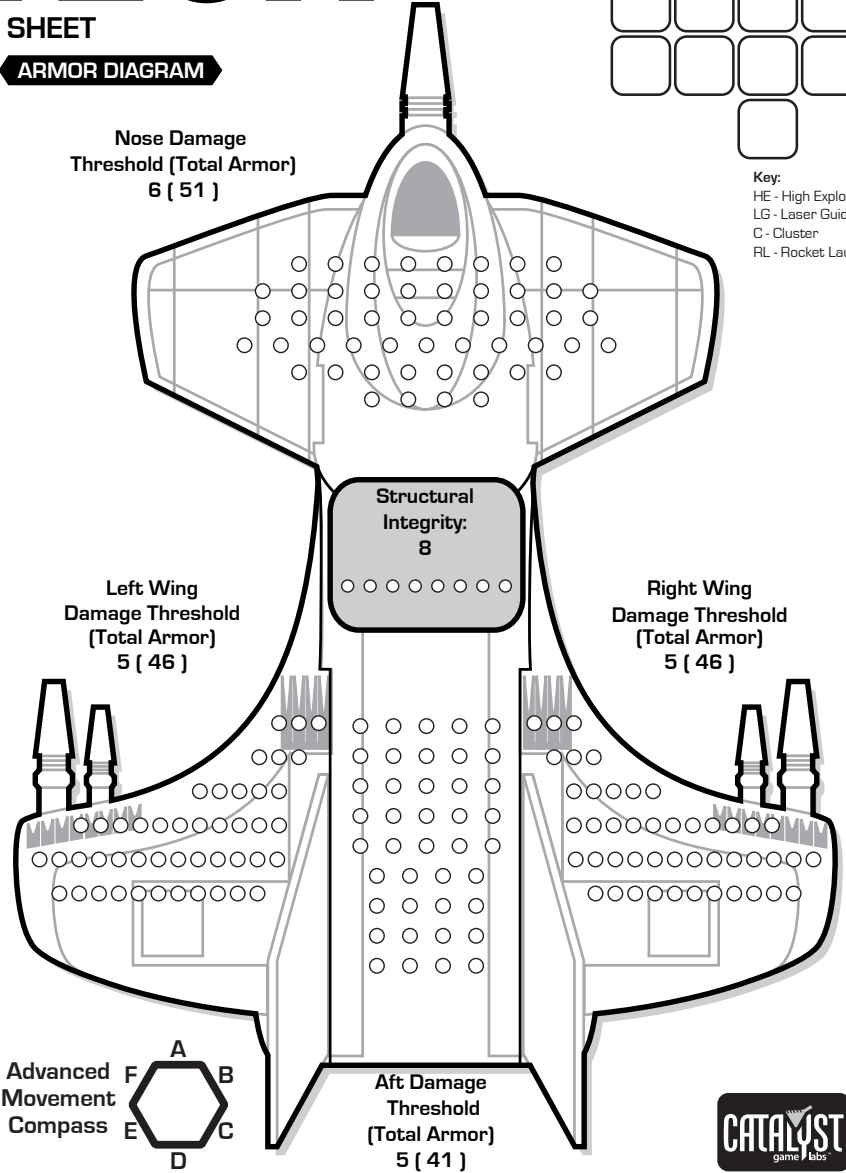
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ATM 9 [M,C,S]	NOS	6				
	Standard			14	14	-	-
	Extended Range			7	7	7	7
	High Explosive			21	-	-	-
3	Imp. Heavy Medium Laser [D.E.X.]	LWG	7	10	-	-	-
3	Imp. Heavy Medium Laser [D.E.X.]	RWG	7	10	-	-	-

Ammo: [ATM 9] 21
 Fuel Points: 240

BV: 2,261



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Level*	Effects	Double Heat Sinks:
Heat		27 (54)
30	Shutdown	○○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	Random Movement, avoid on 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
21	Pilot damage, avoid on 6+	○○○
20	Random Movement, avoid on 8+	○○○
19	Ammo Exp avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	Random Movement, avoid on 7+	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	Random Movement, avoid on 6+	○○○
8	+1 Modifier to Fire	○○○
5	Random Movement, avoid on 5+	○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Kublai E
Thrust: _____ **Tonnage:** 80
SafeThrust: 7 **Tech Base:** Mixed
Maximum Thrust: 11 **Rules Level:** Advanced
Role: Fast Dogfighter

Weapons & Equipment Inventory

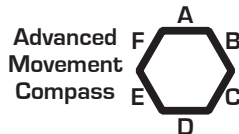
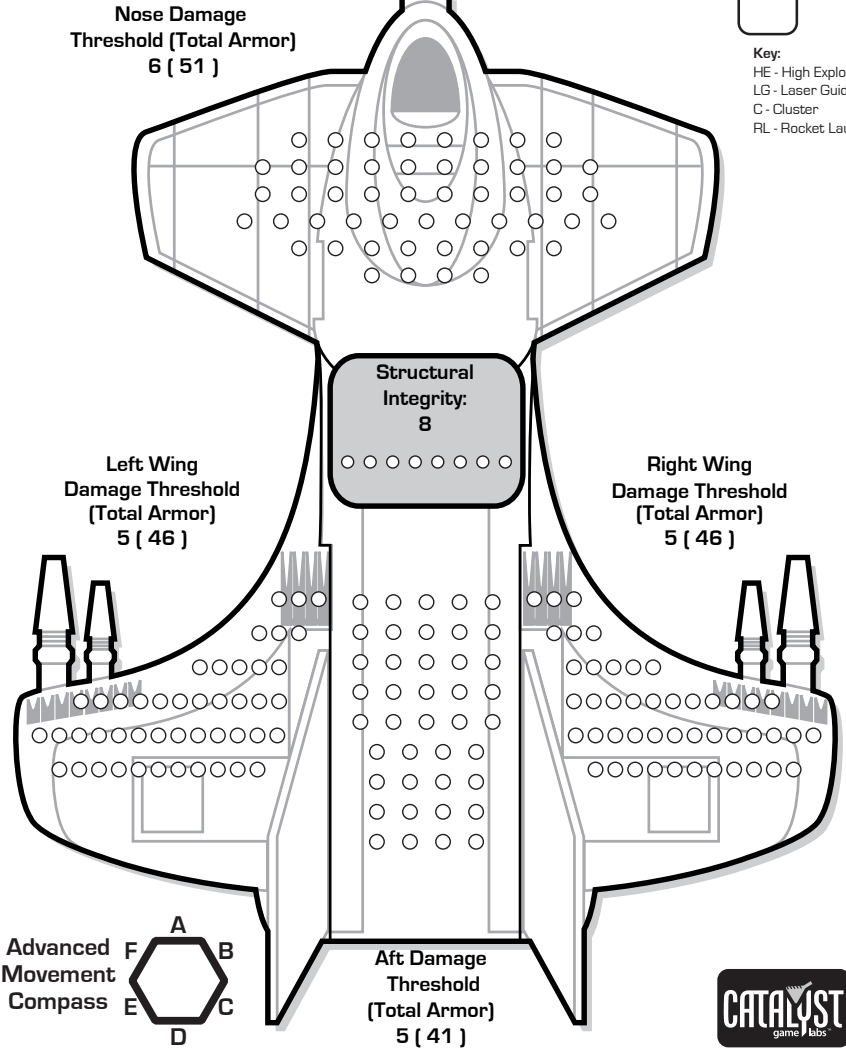
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Ultra AC/10 (IS) [DB,R/C]	NOS	4	15	15	-	-
4	ER Medium Laser (IS) [DE]	LWG	5	5	5	-	-
4	ER Medium Laser (IS) [DE]	RWG	5	5	5	-	-

Ammo: (Ultra AC/10) 20
 Fuel Points: 400

BV: 2,181



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

Double Heat Sinks: 20 (40)

30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Reflective

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Kublai F
Thrust: _____ **Tonnage:** 80
SafeThrust: 7 **Tech Base:** Mixed
Maximum Thrust: 11 **Rules Level:** Advanced
Role: Fast Dogfighter

Weapons & Equipment Inventory

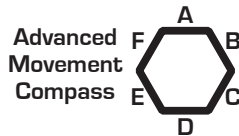
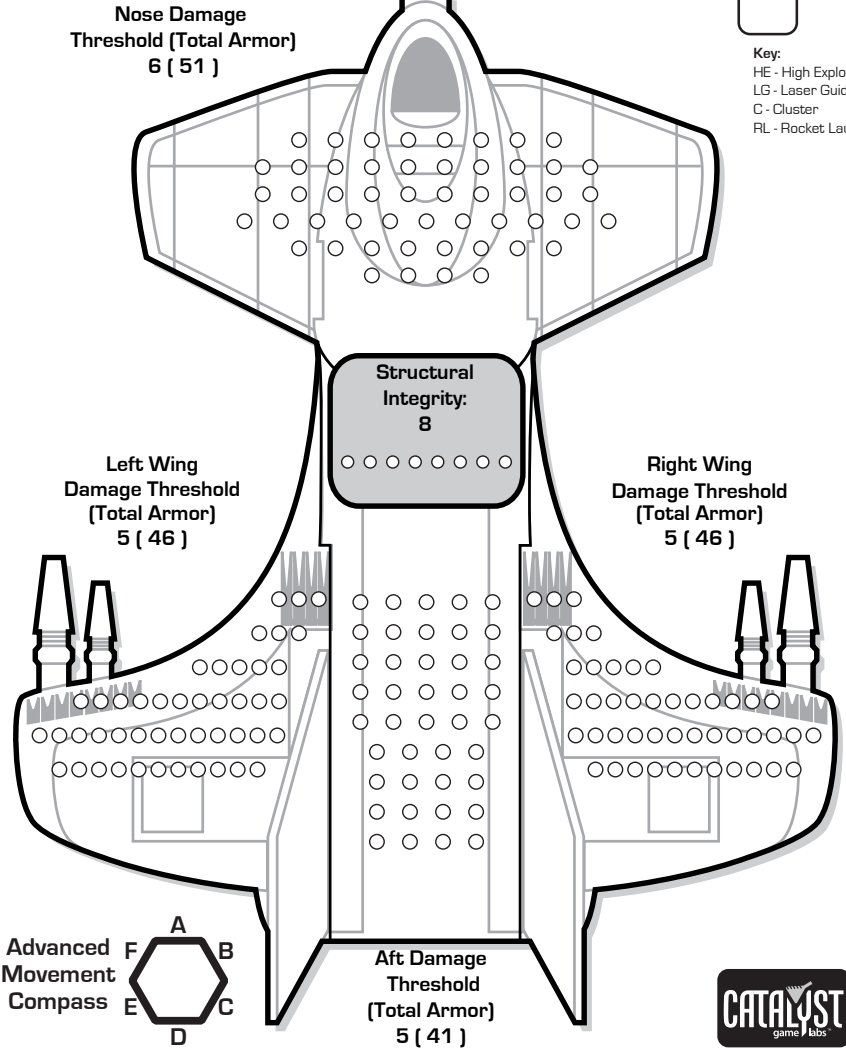
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Heavy PPC [DE] w/Capacitor	NOS	15	15	15	-	-
1	Angel ECM Suite [E]	AFT	-	-	-	-	-

Fuel Points: 400

BV: 2,270



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Level*	Effects	Double Heat Sinks: 20 (40)
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○○○○○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Reflective

Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Kublai G
Thrust: _____ **Tonnage:** 80
SafeThrust: 7 **Tech Base:** Mixed
Maximum Thrust: 11 **Rules Level:** Advanced
Role: Fast Dogfighter

Weapons & Equipment Inventory

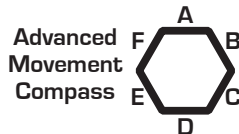
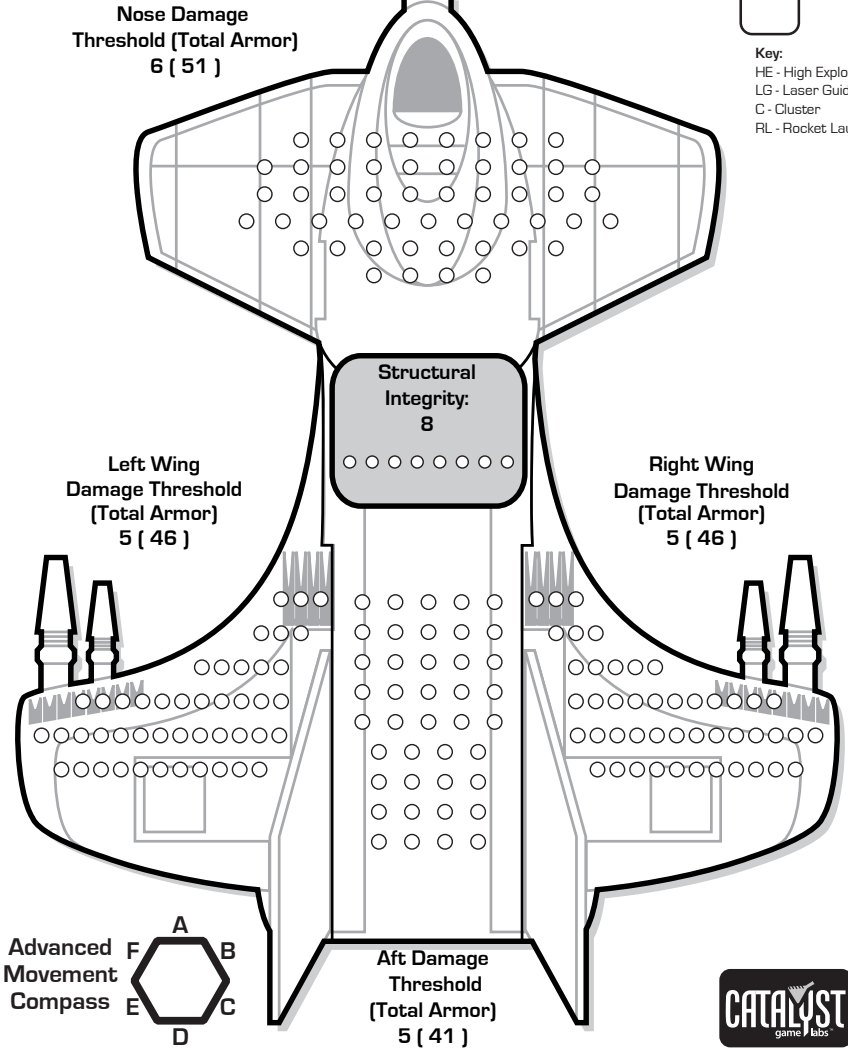
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Imp. Heavy Large Laser [DEX]	NOS	18	16	16	-	-
1	MRM 30 [M,C] w/Apollo	NOS	10	18	18	-	-
1	ECM Suite [Clan] [E]	AFT	-	-	-	-	-

Ammo: [MRM 30] 16
 Fuel Points: 400

BV: 2,376



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

30 Shutdown

28 Ammo Exp avoid on 8+

27 Pilot damage, avoid on 8+

26 Shutdown, avoid on 10+

25 Random Movement, avoid on 10+

24 +4 Modifier to Fire

23 Ammo Exp avoid on 6+

22 Shutdown, avoid on 8+

21 Pilot damage, avoid on 6+

20 Random Movement, avoid on 8+

19 Ammo Exp avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

15 Random Movement, avoid on 7+

14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

10 Random Movement, avoid on 6+

8 +1 Modifier to Fire

5 Random Movement, avoid on 5+

Double Heat Sinks: 22 (44)

VELOCITY RECORD

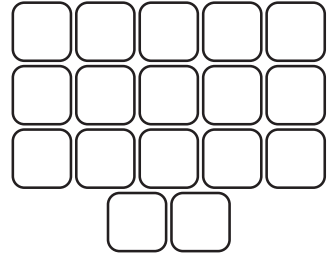
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Rapier RPR-100b-EC

Thrust: _____ Tonnage: 85
 SafeThrust: 6 Tech Base: Mixed
 Maximum Thrust: 9 Rules Level: Experimental
 Role: Attack Fighter

Weapons & Equipment Inventory

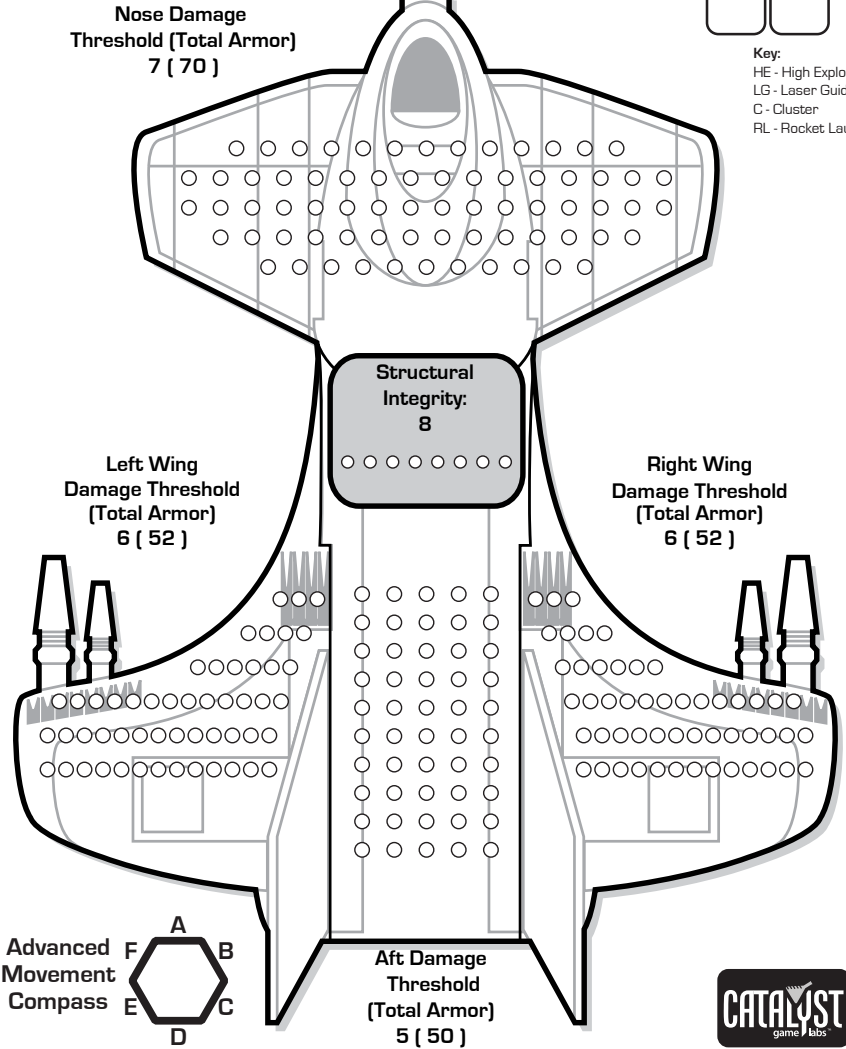
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	AC/20 [DB,S]	NOS	7	20	-	-	-
2	Improved Large Pulse Laser [P]	NOS	10	9	9	-	-
1	Improved LRM 20 [M,C,S]	NOS	6	12	12	12	-
1	Medium Pulse Laser [S] [P]	AFT	4	6	-	-	-

Ammo: [AC/20] 20, [Improved LRM 20] 18
 Fuel Points: 480

BV: 1,822



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○

VELOCITY RECORD

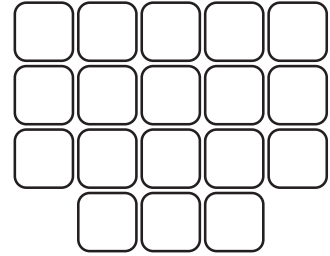
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Chippewa IIC

Thrust: _____ Tonnage: 90
 SafeThrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Rules Level: Advanced
 Role: Fire Support

Weapons & Equipment Inventory

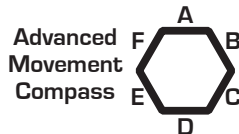
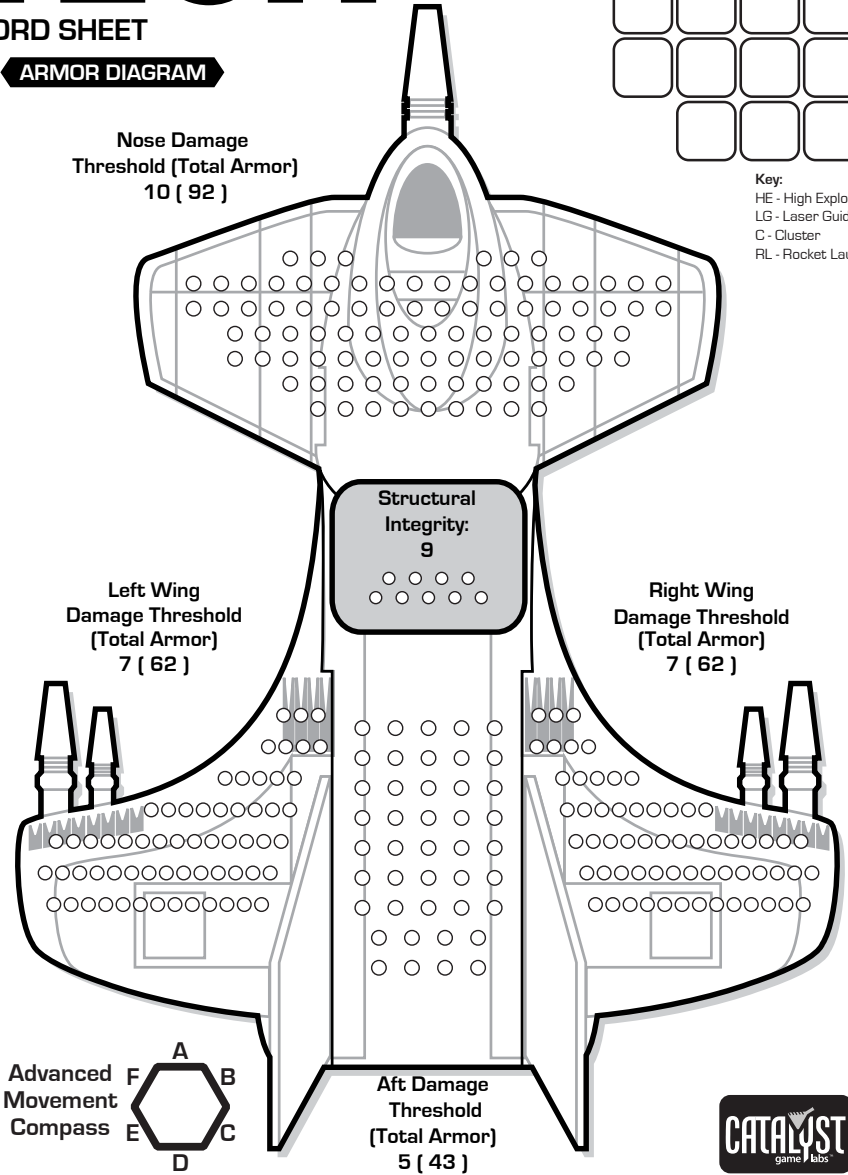
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	LRM 15 [M,C,S]	NOS	5	12	12	12	-
w/Artemis IV							
1	Streak SRM 4 [M,C,S]	NOS	3	8	8	-	-
2	ER Medium Laser [DE]	NOS	5	7	7	-	-
1	Targeting Computer [E]	NOS	-	-	-	-	-
2	ER Large Laser [DE]	LWG	12	10	10	10	10
2	ER Large Laser [DE]	RWG	12	10	10	10	10
2	ER Small Laser [DE]	AFT	2	5	-	-	-

Ammo: (LRM 15) 32, (Streak SRM 4) 25
 Fuel Points: 400

BV: 3,431



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level* Effects

Double Heat Sinks: 25 (50)

30	Shutdown	○○○
28	Ammo Exp avoid on 8+	○○○○
27	Pilot damage, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	Random Movement, avoid on 10+	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
21	Pilot damage, avoid on 6+	○○○○
20	Random Movement, avoid on 8+	○○○○
19	Ammo Exp avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	Random Movement, avoid on 7+	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	Random Movement, avoid on 6+	○○○○
8	+1 Modifier to Fire	○○○○
5	Random Movement, avoid on 5+	○○○○

VELOCITY RECORD

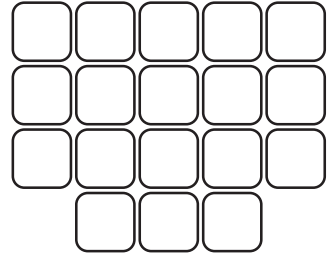
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



Key:
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Chippewa IIC 2

Thrust: _____ Tonnage: 90
 SafeThrust: 5 Tech Base: Clan
 Maximum Thrust: 8 Rules Level: Advanced
 Role: Fire Support

Weapons & Equipment Inventory

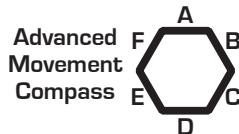
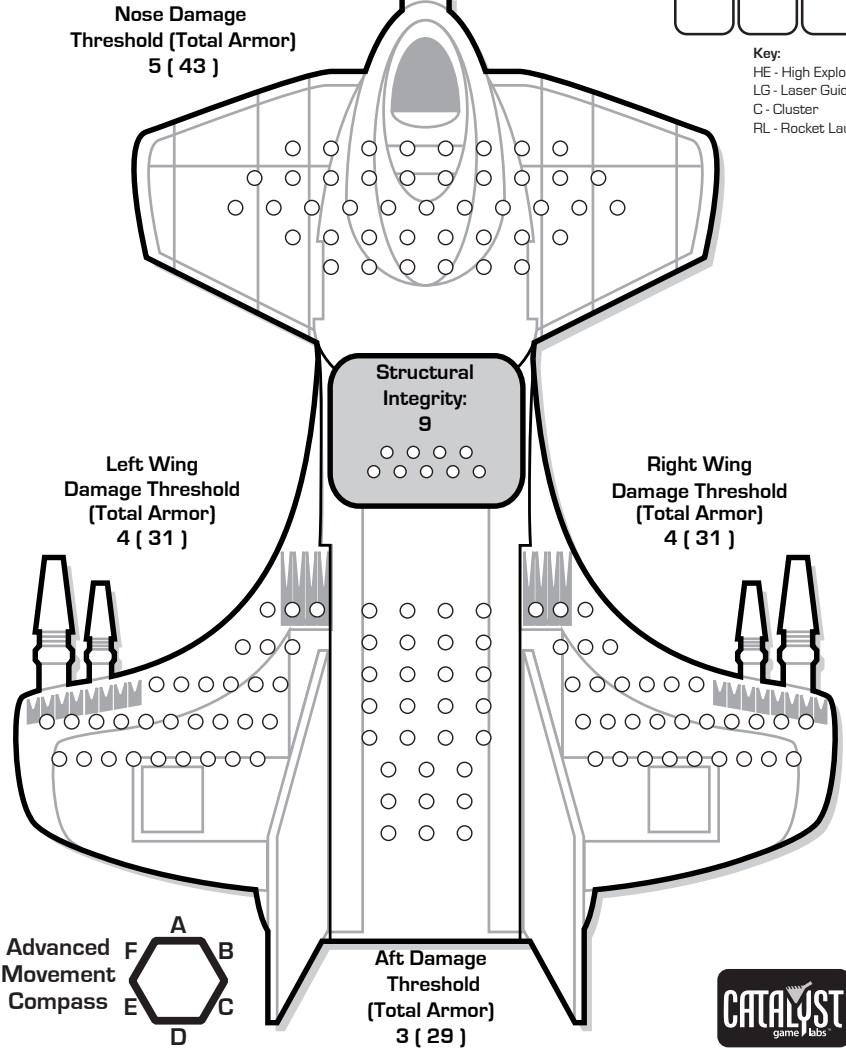
Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Medium Pulse Laser [P]	NOS	4	7	7	-	-
2	LRM 15 [M,C,S] w/Artemis IV	NOS	5	12	12	12	-
1	SRM 6 [M,C,S] w/Artemis IV	NOS	4	10	-	-	-
2	Large Pulse Laser [P]	LWG	10	10	10	10	-
2	Large Pulse Laser [P]	RWG	10	10	10	10	-
2	ER Small Laser [DE]	AFT	2	5	-	-	-

Ammo: [LRM 15] 32, [SRM 6] 15
 Fuel Points: 400

BV: 2,914



ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 25 (50)
30	Shutdown	○○○
28	Ammo Exp avoid on 8+	○○○○
27	Pilot damage, avoid on 9+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
21	Pilot damage, avoid on 6+	○○○○○
20	Random Movement, avoid on 8+	○○○○○
19	Ammo Exp avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	Random Movement, avoid on 7+	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	Random Movement, avoid on 6+	○○○○○
8	+1 Modifier to Fire	○○○○○
5	Random Movement, avoid on 5+	○○○○○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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WARSHIP RECORD SHEET

ARMOR DIAGRAM

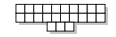
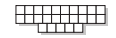
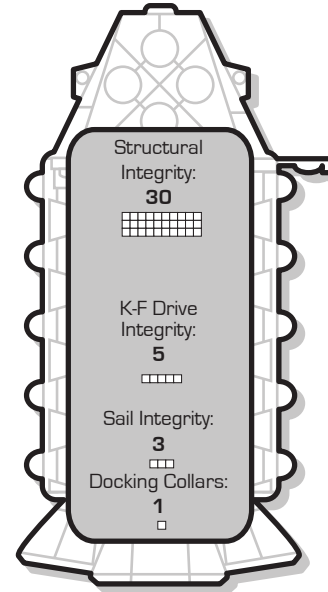
Capital Scale



Nose Damage Threshold
(Total Armor)
3 (25)

Fore-Right Damage
Threshold (Total Armor)
3 (25)

Fore-Left Damage
Threshold (Total Armor)
3 (25)



Aft-Left Damage
Threshold (Total Armor)
3 (23)

Aft-Right Damage
Threshold (Total Armor)
3 (23)

Aft Damage Threshold
(Total Armor)
2 (20)



WARSHIP DATA

Type: Peregrine [2969]

Name: _____ Tonnage: 130,000
Thrust: _____ Tech Base: Clan
SafeThrust: 6 Rules Level: Advanced
Maximum Thrust: 9

Weapons & Equipment Inventory

Capital Scale		(1-12) [13-24][25-40][41-50]					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
2 NAC/35 (30 rounds)	NOS	240	70	70	-	-	
2 NL35	FLS/FRS	104	7	7	7	-	
2 NL35	AFT	104	7	7	7	-	

Standard Scale		(1-6) [7-12] [13-20][21-25]					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser	NOS	24	2 (20)2 (20)2 (20)2 (20)			
2	ER Large Laser	FLS/FRS	24	2 (20)2 (20)2 (20)2 (20)			
2	ER Large Laser	ALS/ARS	24	2 (20)2 (20)2 (20)2 (20)			
2	ER Large Laser	AFT	24	2 (20)2 (20)2 (20)2 (20)			

Cargo:

Bay 1: Small Craft (2) [1 Door]
Bay 2: Fighter (10) [2 Doors]
Bay 6: Cargo [1,607] [1 Door]

Fuel Points: 5,000
Features LF Battery, Mobile HPG

BV: 39,812



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 129 Marines: 0
Passengers: 0 Elementals: 0
Other: 0

Life Boats/Escapes Pods: 10/10

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
350	Nose: 264
(700)	Left/Right Fore: 128/128
	Left/Right Aft: 24/24
	Aft: 128

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

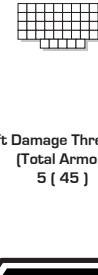
Capital Scale



Nose Damage Threshold
(Total Armor)
5 (46)

Fore-Right Damage
Threshold (Total Armor)
5 (46)

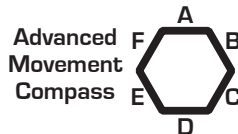
Fore-Left Damage
Threshold (Total Armor)
5 (46)



Aft-Left Damage
Threshold (Total Armor)
5 (45)

Aft-Right Damage
Threshold (Total Armor)
5 (45)

Aft Damage Threshold
(Total Armor)
5 (45)



WARSHIP DATA

Type: Molniya Corvette (2951)

Name: _____ Tonnage: 240,000
Thrust: _____ Tech Base: Clan
SafeThrust: 4 Rules Level: Advanced
Maximum Thrust: 6

Weapons & Equipment Inventory

Capital Scale (1-12) [13-24][25-40][41-50]

Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/10 (40 rounds)	NDS	60	20	20	20	-
3 AR10 (900 ton capacity)	FLS/FRS	60	*	*	*	*
2 NAC/10 (40 rounds)	LBS/RBS	60	20	20	20	-
3 AR10 (900 ton capacity)	ALS/ARS	60	*	*	*	*
2 NAC/10 (40 rounds)	AFT	60	20	20	20	-

AR10 Munitions	Tons	Loc	Ht	SRV	MRV	LRV
Killer Whale	50	20	4	4	4	4
White Shark	40	15	3	3	3	3
Barracuda	30	10	2	2	2	2

Standard Scale (1-6) [7-12] [13-20][21-25]

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
4	ER Large Laser	NDS	48	4 (40)	4 (40)	4 (40)	4 (40)
4	LRM 15 (54 rounds)	NDS	20	4 (36)	4 (36)	4 (36)	-
4	SRM 6 (60 rounds)	NDS	16	3 (32)	-	-	-
5	Anti-Missile System (600 rounds)	NDS	5	2 (15)	-	-	-
4	ER Large Laser	FLS/FRS	48	4 (40)	4 (40)	4 (40)	4 (40)
4	LRM 15 (54 rounds)	FLS/FRS	20	4 (36)	4 (36)	4 (36)	-
4	SRM 6 (60 rounds)	FLS/FRS	16	3 (32)	-	-	-
5	Anti-Missile System (600 rounds)	FLS/FRS	5	2 (15)	-	-	-
4	ER Large Laser	ALS/ARS	48	4 (40)	4 (40)	4 (40)	4 (40)
4	LRM 15 (54 rounds)	ALS/ARS	20	4 (36)	4 (36)	4 (36)	-
4	SRM 6 (60 rounds)	ALS/ARS	16	3 (32)	-	-	-
5	Anti-Missile System (600 rounds)	ALS/ARS	5	2 (15)	-	-	-
4	ER Large Laser	AFT	48	4 (40)	4 (40)	4 (40)	4 (40)
4	LRM 15 (54 rounds)	AFT	20	4 (36)	4 (36)	4 (36)	-
4	SRM 6 (60 rounds)	AFT	16	3 (32)	-	-	-
5	Anti-Missile System (600 rounds)	AFT	5	2 (15)	-	-	-

Grav Decks:
Grav Deck #1: 75-meters

Cargo:
Bay 1: Small Craft (2) (1 Door)
Bay 2: Fighter (20) (2 Doors)
Bay 10: Cargo (10,280) (1 Door)

Fuel Points: 5,000
Features LF Battery, Mobile HPG

BV: 46,030



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 203 Marines: 0
Passengers: 0 Elementals: 0
Other: 0

Life Boats/Escapes Pods: 15/15

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **384**
(768)

Heat Generation Per Arc:
Nose: 149
Left/Right Fore: 149/149
Left/Right Aft: 149/149
Aft: 149

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

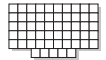
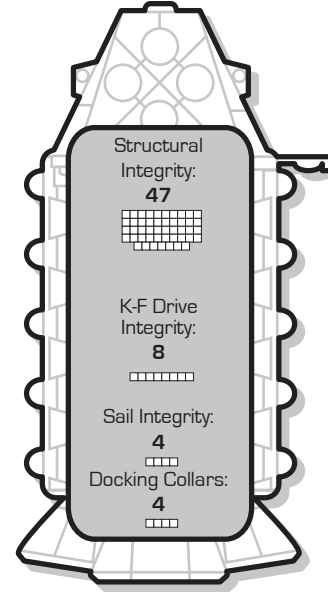
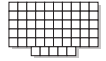
Capital Scale

Nose Damage Threshold
(Total Armor)
6 (55)



Fore-Right Damage
Threshold (Total Armor)
6 (55)

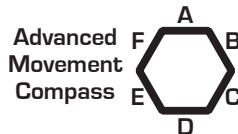
Fore-Left Damage
Threshold (Total Armor)
6 (55)



Aft-Left Damage
Threshold (Total Armor)
6 (55)

Aft-Right Damage
Threshold (Total Armor)
6 (55)

Aft Damage Threshold
(Total Armor)
6 (54)



WARSHIP DATA

Type: Corone Warship

Name: _____ Tonnage: 290,000
Thrust: _____ Tech Base: Clan
SafeThrust: 3 Rules Level: Advanced
Maximum Thrust: 5

Weapons & Equipment Inventory

Capital Scale (1-12) [13-24][25-40][41-50]

Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 NL35	NOS	52	3	3	3	-
1 Light NPPC	NOS	105	7	7	7	-
1 NAC/10 (20 rounds)	NOS	30	10	10	10	-
1 NAC/10 (20 rounds)	FLS/FRS	30	10	10	10	-
1 NL35	FLS/FRS	122	8	8	8	4
1 NL45						
2 NAC/10 (40 rounds)	LBS/RBS	60	20	20	20	-
1 Light NPPC	LBS/RBS	105	7	7	7	-
1 NAC/10 (20 rounds)	ALS/ARS	30	10	10	10	-
1 NL35	ALS/ARS	122	8	8	8	4
1 NL45						
1 Light NPPC	AFT	105	7	7	7	-
1 NL35	AFT	52	3	3	3	-
1 NAC/10 (20 rounds)	AFT	30	10	10	10	-

Standard Scale (1-6) [7-12] [13-20][21-25]

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser	NOS	24	2 (16)	2 (16)	2 (16)	-
2	ER PPC	FLS/FRS	30	3 (30)	3 (30)	3 (30)	-
2	ER Large Laser	FLS/FRS	24	2 (16)	2 (16)	2 (16)	-
2	ER Large Laser	LBS/RBS	24	2 (16)	2 (16)	2 (16)	-
2	ER Large Laser	ALS/ARS	24	2 (16)	2 (16)	2 (16)	-
2	ER PPC	ALS/ARS	30	3 (30)	3 (30)	3 (30)	-
2	ER Large Laser	AFT	24	2 (16)	2 (16)	2 (16)	-

Grav Decks:

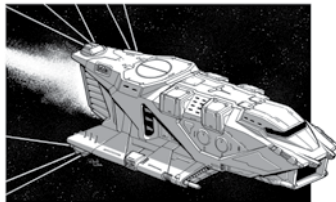
Grav Deck #1: 75-meters Grav Deck #2: 75-meters

Cargo:

Bay 1: Mech (45) (2 Doors)
Bay 2: Fighter (20) (3 Doors)
Bay 7: Cargo (35,810) (1 Door)

Fuel Points: 10,000
Features LF Battery, Mobile HPG

BV: 37,075



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 286 Marines: 0
Passengers: 0 Elementals: 25
Other: 0

Life Boats/Escapes Pods: 15/30

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **368**
(736)

Heat Generation Per Arc:
Nose: 211
Left/Right Fore: 206/206
Left/Right Aft: 206/206
Aft: 211